

THE MAG
FOR AMIGA
GAMES

AMIGA ACTION

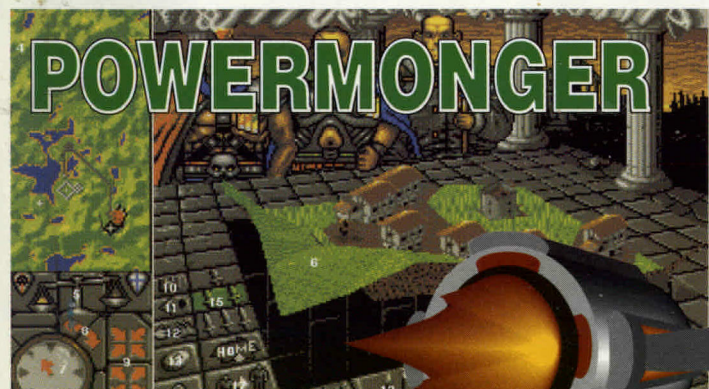
#016 JANUARY 1991
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100% ACTION!

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★ ARC BATTLESCAPES SPECIAL!

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TWO BUMPER FESTIVE GAMES!



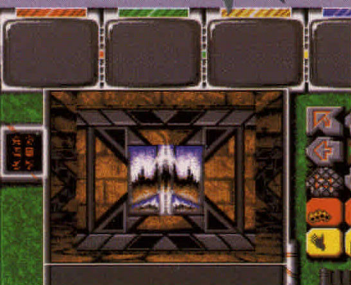
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GOLDEN AXE



TEAM YANKEE

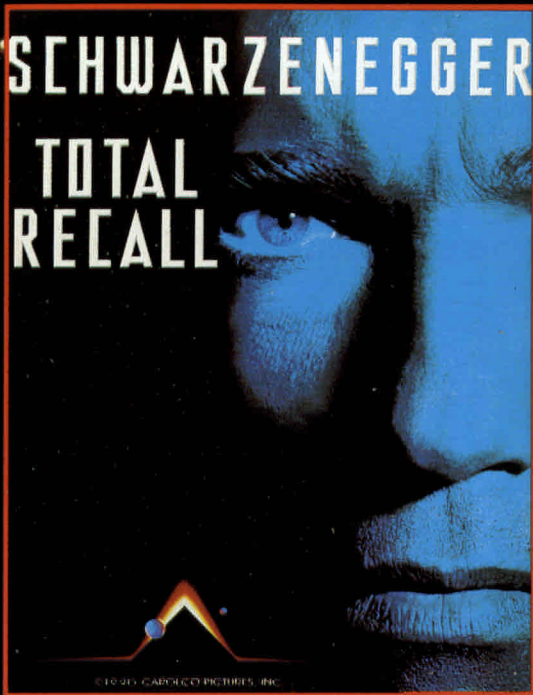


CAPTIVE

ISSN 0957 4050
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POWER

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Doug Quaid
you have been
haunted by recurring
dreams of another life on Mars.
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discover the surreal truth -

YOU'RE NOT YOU - YOU'RE ME

You
must travel
to Mars to discover
your true identity - your mission
is now a journey of non-stop action, strange mutants,
futuristic vehicles and a startling array of weaponry all
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play that compliments the success of the
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continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights of
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Your mission is to track down,
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criminals.

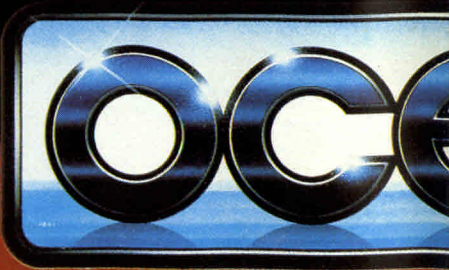


It's FASTER

Explosive power sends
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It's TOUGHER

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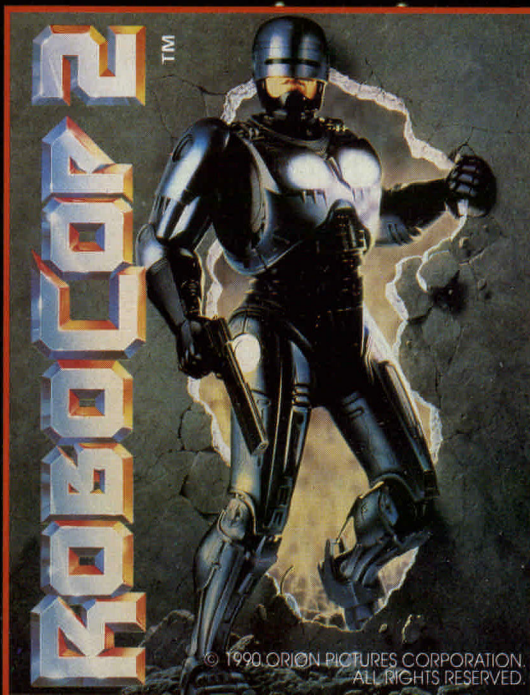


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THAN A GAME -
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PRIME
DIRECTIVE.**

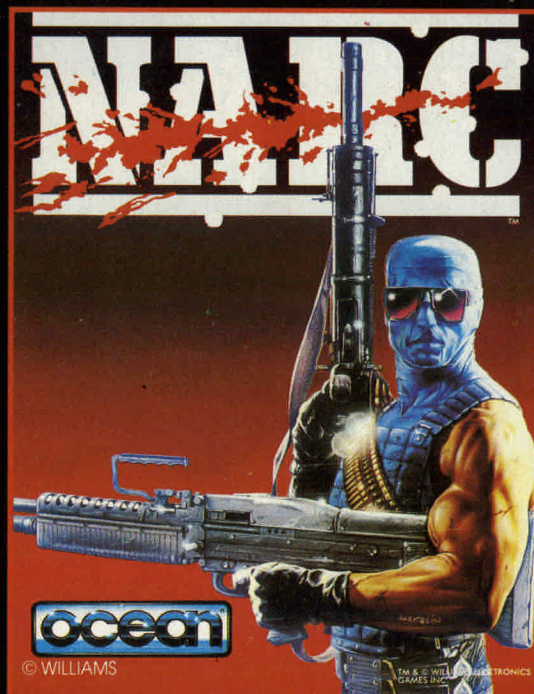


**AMSTRAD . COMMODORE . SPECTRUM
ATARI ST . CBM AMIGA**

NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.



It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's

MR BIG!

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PUBLISHER: HUGH GOLLNER
TEAM LEADER: STEVE MERRETT
ART EDITOR & INTERNAL GRAPHICS:
JANE GOLLNER
PRODUCTION EDITOR: ALAN MAC
COVER GRAPHICS: STEVE WHITE &
JANE GOLLNER
CONTRIBUTORS: DOUG JOHNS, ALEX
SIMMONS, JASON SIMMONS ANDY
MITCHELL.

ADVERTISING MANAGER:

JANE CONWAY

ADVERTISING EXECUTIVE:

NIKKI TAYLOR

TEL (0625) 859555 FAX (0625) 879966

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COMPETITION RULES

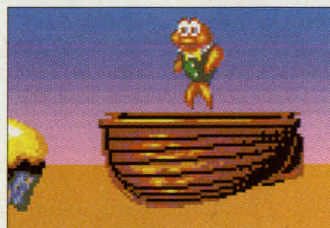
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CONT

THE AMIGA ACTION COVER DISK

The amazing Amiga Action Coverdisk is back again. Millenium's James Pond and Horror Zombies From The Crypt start off this regular feature of

14



CAPTIVE



Dungeon Master fans listen up and listen good! Mindscape's Captive is about to blow the competition away. Check out our in-depth review and see how right we are.

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POWER MONGER



Electronic Arts hit the headlines again with Power Monger, their long-awaited sequel to Populous.

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TEAM YANKEE



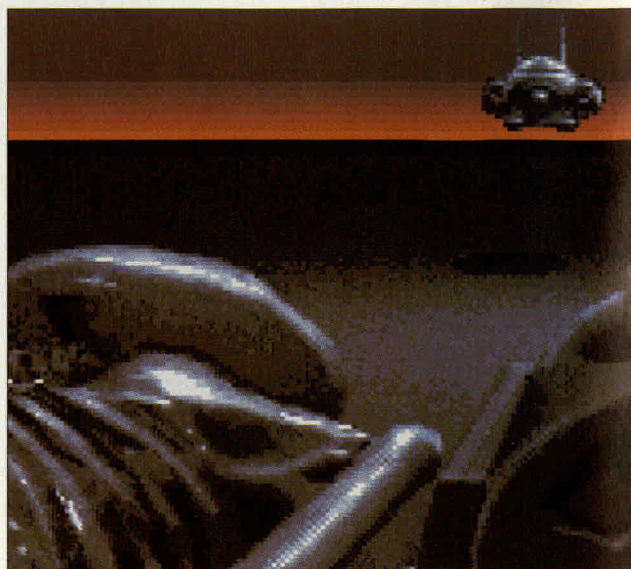
You must take control of four squadrons of tanks and TVR vehicles as you attempt to destroy the Russian tank platoons. Succeed in your mission and you will be rewarded.

88

KILLING GAME SHOW

Psygnosis are back, and with a vengeance. Travel around the many different levels and avoid the rising water as well as the enemy hordes. Stop them at all costs!

84



ENTERS



TOYOTA RALLY

Well, you've tried Combo Racer and Lotus, now take control of the Toyota Celica GT4 and race around a selection of the most hazardous courses ever. Amiga Action will be your instructor.

76

DEAR SANTA CLAUS...

It's Christmas time again and the goose is getting fat. Christmas signals the coming of a new year and stockings full of games, provided your stingy mum and dad work the Bank holidays. Forget the bath salts from your sisters and brothers, forget the odd socks that your nan managed to get for 50p from the market. Software's the name of the game and we want plenty of it. If you are short for a few ideas then Doug the Jug is always willing to help (except when it comes to work) and has compiled a list of budget games that should swell even Giant Haystacks stockings (he looks pretty tasty in fishnets). Part 2 of the Compilations Compiled feature should also give you some pretty good ideas as to what's worth stinging your parents for. In return, buy them a pack of fags, or, if they don't smoke, a bar of fruit and nut. They're bound to say how pleased they are. Don't forget, next month signals the start of the new look Amiga Action with the coverdisk as a regular feature. See you in the revamp.

NIGHT SHIFT

The Night Shift is no place for slobs. Only hard workers are allowed to join the elite toymakers - IML. Build Darth Vaders and R2-D2s.

106



DEFENDER II

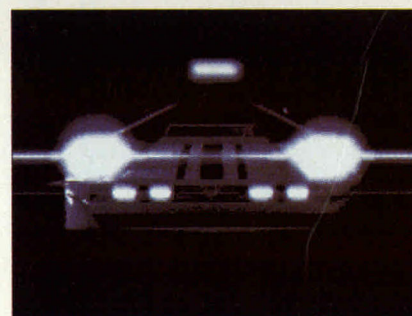


After such a long wait the sequel to one of the most well-known games has arrived - Defender II. Once again, you must save humanity from the aliens and their lust for brains. But this time they are stronger and in greater numbers than before.

102



NITRO



Compete against the computer or against your friends in this action packed race game where you must win all the races in order to earn some dosh and enhance your car's performance.

58

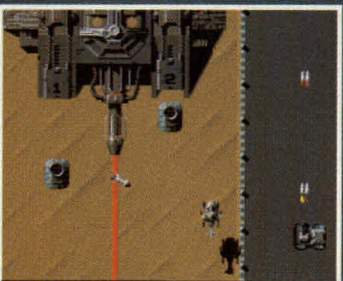
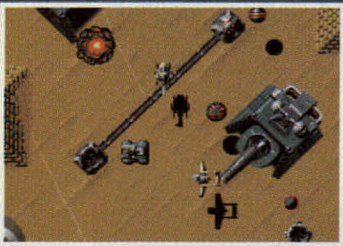
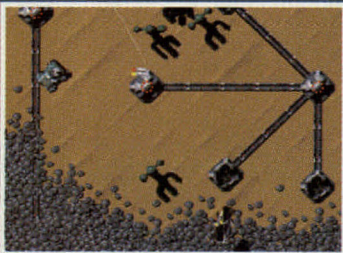
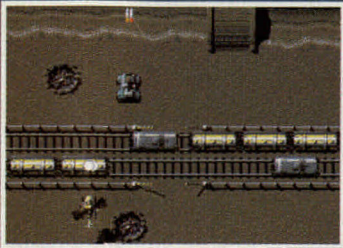
GOLDEN AXE

Ever fancied yourself as a hulking barbarian? Golden Axe is your passport to a mystical world full of dangers.

116

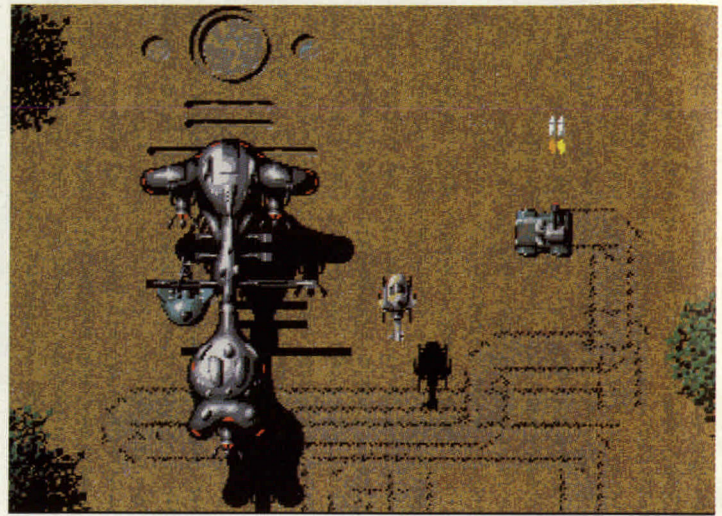


WILL THE SALES CURVE WITH SWIV?



What does it mean? Will we ever find out? Well, Dan Marchant of the Sales Curve reliably informs me that the meaning of the name SWIV, which is the follow-up to that incredible smash hit, Silkworm, will be revealed as and when the game is released.

Dan paid us a little visit here at sunny (give me Sussex anytime) Macclesfield with the nearly-completed SWIV which is looking extremely impressive. Doug and I picked him up in Doug's meaty Tranz-Am and took him for a hair-raising tour of the town which almost ended up with us dying as Doug attempted to pass 15 articulated lorries along a winding road.



Once we had scraped out the contents of our cacks and resuscitated Dan we made our way to the Amiga Action offices

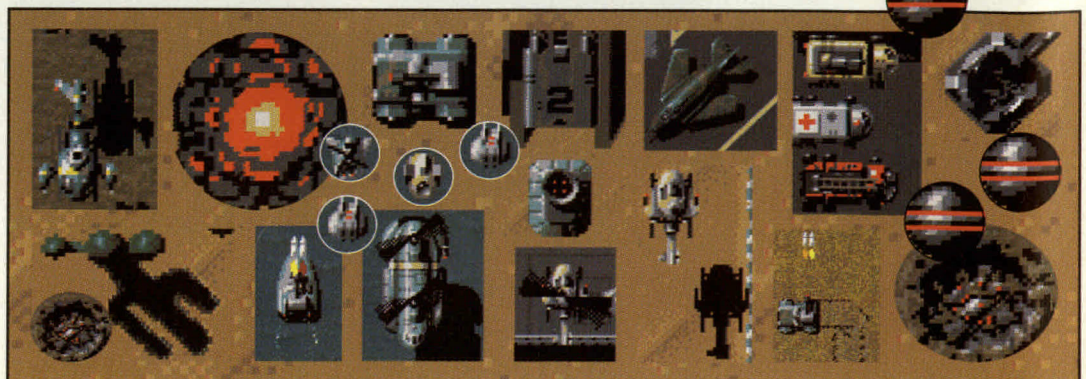
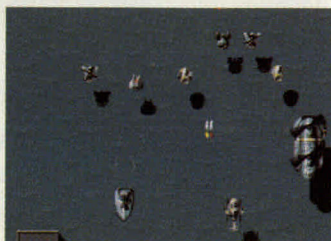
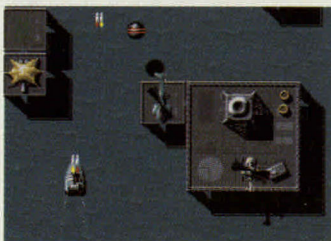
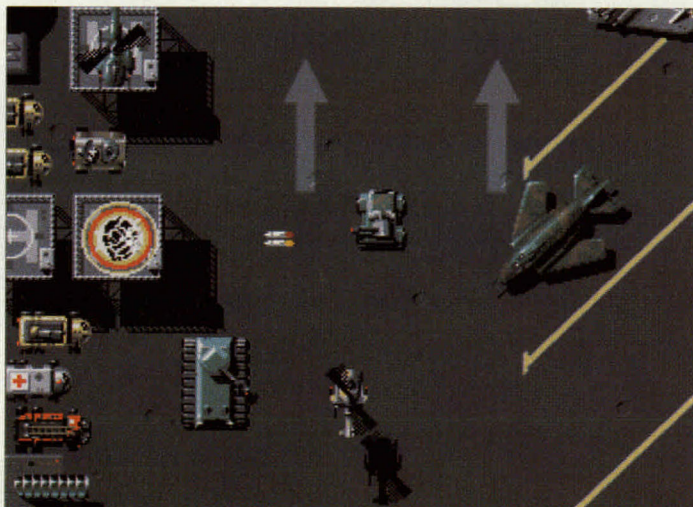
which took about a minute with the speed that Doug was driving at.

Although the music and sound effects had not yet been added to the game, SWIV impressed us all considerably with its ultra-smooth scrolling and fantastic hair-raising action which never ceased.

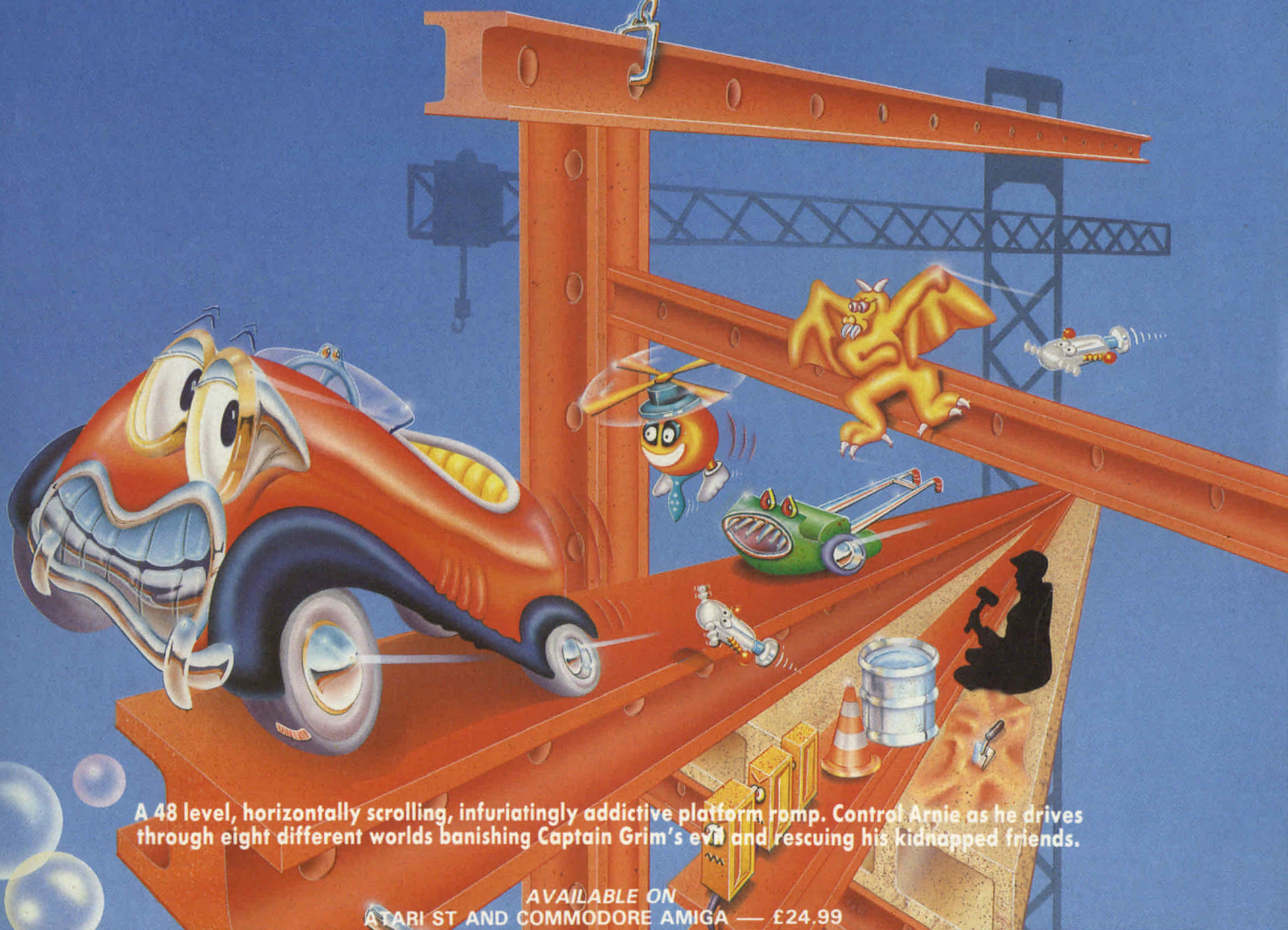
In case you don't know, SWIV uses a revolutionary loading system whereby the levels load into the machine while you are playing. Amazingly enough, the game does not slow down or become jerky in any way – a major feat I think you'll agree. This system has been named DLS which stands for Dynamic Loading System.

Once again the jeep and helicopter are present along with plenty of cannon-fodder. On later levels the jeep transforms into a speed boat.

SWIV was programmed by Ronald Piekiet and John Croudy of Random Access and features 16 different zones which amount to 107 screens of continuous play lasting for about 37 minutes. We will have a review for you in the next issue so keep your eyes peeled.



CAR V UP



A 48 level, horizontally scrolling, infuriatingly addictive platform romp. Control Arnie as he drives through eight different worlds banishing Captain Grim's evil and rescuing his kidnapped friends.

AVAILABLE ON
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SCREEN SHOTS TAKEN FROM AMIGA VERSION

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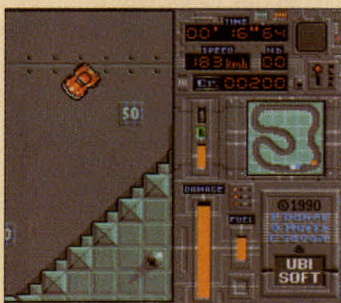
SNIPPETS

JUPITER'S MASTERDRIVE

Any kind of violent sort has been proscribed from the Earth, and the P.O.F. Corporation, which is now the greatest industry of leisure vehicles, re-launches the interest of mechanical sports. They settle for a radio-controlling system which allows the participants to drive every kind of vehicle from the same console with no danger for competitors nor spectators.

Following a thorough study, the distinguished researchers of P.O.F. Corp. decide to set up the structure of their gigantic project in Jupiter's system, well known for being the famous meeting point of all players of the galaxy and anywhere else.

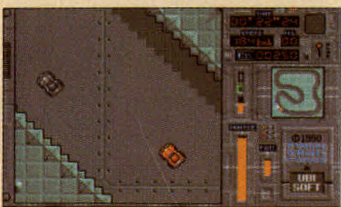
Now, every year, millions of spectators come to throw themselves into the Jupiter's tainted atmosphere in order to attend the numerous qualifying races that lead to the great final of the Masterdrive.



In Jupiter's Masterdrive you must hair around death-defying courses as you attempt to beat the other racers.



As soon as the race is started your opponents will shoot off the starting grid. Put the pedal to the metal immediately!



Each race track comes with its own hazards and the winding roads will keep you on your toes. You can bump the opponents into the side walls.

EMPIRE STRIKES BACK



(Left) Dirk begins his quest on the bridge that leads up to Mordroc's castle. There are several different views which adds a film effect to the game.



(Above) No sooner has he entered the castle when he is attacked by a sword-wielding maniac.

After the initial success of Dragon's Lair, Empire are to release the sequel appropriately entitled Dragon's Lair II. The game should be out by the time you read this article but not to the nearest hour.

Princess Daphne has been spirited away to a wrinkle (sounds rude!) in time by the evil wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her.

Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger and she will be lost forever in the Timewarp.

Empire are releasing the game before the arcade so you can play it before those arcade freaks can get their hands on it. Dragon's Lair II: Timewarp features full-screen animation and

DRAGON'S LAIR II

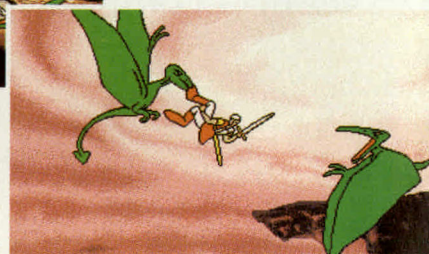
digitised sound with more scenes than any previous animated adventure.

Dragon's Lair II features over 50 screens of stunning arcade animation and graphics. As usual,

an excellent soundtrack accompanies the game as well as 14 death scenes. With so much on offer, Dragon's Lair II will be on six disks which should keep you busy!



(Right) Dragon's Lair II has been subtitled Timewarp and revolves around Dirk's adventures as he tries to rescue his sweetheart and destroy the evil Mordroc.



(Left) Each sequence has been painstakingly drawn to create a smooth and realistic motion picture game. The soundtrack is also up to Bluth's usual standard.

WRATH OF THE DEMON

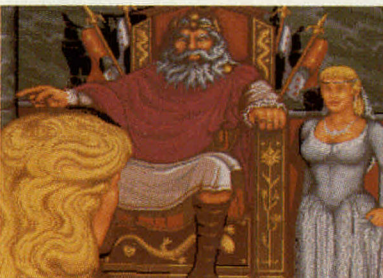
Wrath of the Demon combines state of the art multi-level parallax scrolling with spectacular graphics, animation and playability.

You are on a quest to rid the kingdom of an evil Demon and his minions, rescue the princess and restore honor to your king. Your quest will take you through caves, swamps, temples and castles before reaching your ultimate challenge - the Demon himself.

Readysoft's Wrath of the Demon is a multi-disk game from the people who brought you Dragon's Lair and Space Ace. Wrath of the Demon has many

features including over 600 screens of action, over 1400 frames of animation, more than 100 different monsters, over 100 colours on the screen, 15 levels of parallax and over 3 Megabytes of graphics.

Wrath of the Demon should be out round about now although no price was established at the time of writing.



(Below) On mounting his horse, the hero leaves the safe confines of the castle and heads to his destiny. The road he travels upon is full of different hazards.

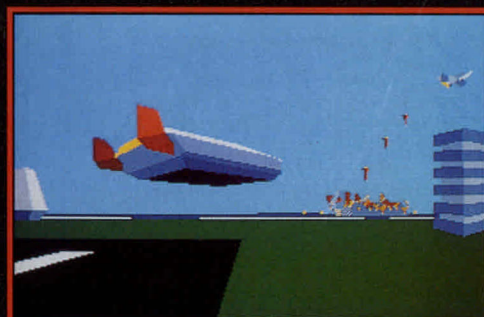
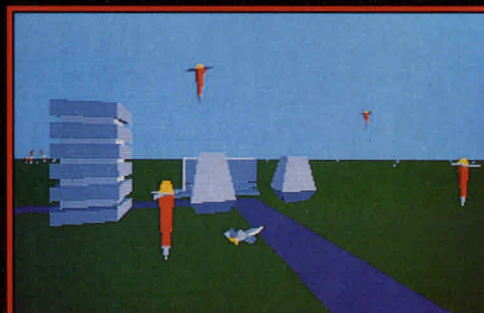
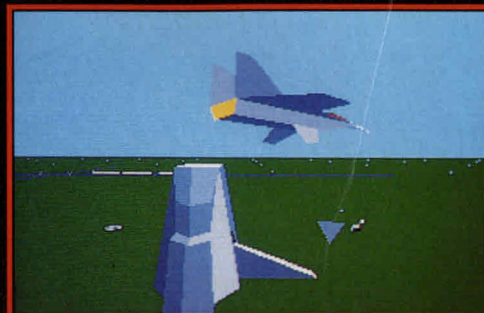
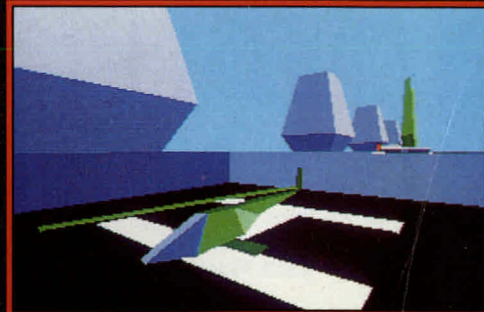


(Below) Orcs attack our hero and he is forced to protect himself. Armed with his trusty sword, he takes a swipe at the charging Orc.



(Left) Our hero is told of his quest in stunning still pictures that have been beautifully drawn. This screen appear every level and act as storyline.

ARMOUR-GEDDON



ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Screen Shots from the Amiga version.

SEEING IS BELIEVING

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SNIPPETS

FLIMBO'S QUEST

This is the last time we print a News Review. I promise (famous last words). Flimbo's Quest didn't make our reviews pages so we have decided to do a mini-review.

The evil professor Franz Dandruff has been up to usual tricks again. He has created a machine that sucks the life-force out of one person and transports it into another. The person on the receiving end is none other than Franz himself.

He has decided to kidnap the Queen of Dewdropland – Pearly. He steals her away and takes her to his manor – Dandruff Manor. Her boyfriend, superhero Flimbo, must rescue her.

Flimbo has taken on the help of Dazz Bazian. In each of the seven sections of the Dandruff estate Dazz opens shops where Flimbo can purchase special items. Will Flimbo succeed in his rescue attempt or will Pearly perish painfully?

SOUND: 72%
GRAPHICS: 75%
OVERALL: 78%



There are plenty of nasties that Flimbo must deal with. He starts the game with a simple blaster which he can use to kill the enemy hordes.



Flimbo must keep his wits about him. Large monsters roam the land as well as mutants and killer snails.



The shop is where Flimbo must go in order to purchase special items. Here he can purchase a super weapon, invulnerability, extra time and scrolls.

NINJA FROLICKS



Some of the areas will prove difficult to negotiate and the rocky mountains will prove hazardous even to a Ninja expert.

Last Ninja 2 is about to have a remix. System 3 weren't too happy with it and not the kind of people to rest on their laurels, they have decided to re-write the game with major improvements.

Alone, you must go to the island of Lin Fen. Alone, you must punish the evil of your brother's treacherous assassins.

Many centuries ago, the brotherhood of the Ninja chose



Ninja Remix features exotic locations which have all been beautifully drawn. But beware, dangers are everywhere!

the island of Lin Fen as their site for the shrine of the White Ninja. It



There are plenty of other martial artists that are all intent on your destruction. You'll need to muster all your fighting skills to beat them.



(Above) Weapons can be collected such as the nunchukas and the pole. These can be used against the enemy.

(Right) Each character's energy is indicated in a spiral that depletes as blows are taken. Knock it down to zero and they will die.



was the place where they could gather en masse, decade after decade, and a place where the Koga Scrolls could be carefully hidden from the rest of the world.

The island of Lin Fen is as treacherous as it is beautiful. In fact, with its craggy coastline, unassailable cliffs, and cascading rivers, it is a natural fortress.

Deep in the centre of the island stands the Palace of Lin Fen, another fortress but one crafted by the very hands of the mystic Shadow Warrior.

Having been to the island once as a young acolyte, you have a vague memory of where certain paths and passages are located. But it was over 10 years ago that you were there. You were very young and unfortunately much has changed.

The island of Lin Fen is divided into six different regions. Each has its own special beauty and its own dangers. The six regions include the wastelands, the wilderness, the palace gardens, the dungeon, the palace and the inner sanctum. The game will be released for December.

Hard Drivin' II

DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection – guaranteed to leave the opposition standing.

Hard Drivin' II is faster, meaner and even better looking than the award winning original.

Hard Drivin' II – Drive Harder!



TENGEN

The Name in Coin-Op Conversions

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"
Programmed by: Jürgen Friedrich
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Domark Software Ltd.
Published by Domark Software Ltd, Ferry House,
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Tel: 081-780 2224 Amiga & Atari ST Screenshots

DOMARK

SNIPPETS

DON YOUR TRACKSUIT



Electronic Zoo has released news of a new, completely updated version of one of the most highly acclaimed football management games of all time which is soon to be available on the Amiga at the incredibly low price of £7.99.

The game is Tracksuit Manager '90 from Goliath Games and it is to be available at this tempting price thanks to Electronic Zoo, the publishers.

Tracksuit Manager centres on the ups and downs of an international football manager. The game features new and enhanced graphics and a completely updated database of players. The manager also has control over how many friendly matches his team plays.

Once the manager has selected his team and tactics he must, just as in real life, experience joy or despair on the bench. Each match lasts no more than a few minutes, instead of the 90 minutes when it is for real.

The ultimate objective in Tracksuit Manager '90 is winning the European Nations Cup and the World Cup. Tracksuit Manager should be available now.

PLAY UP BARNESY

Krisalis made an early dash to Anfield to secure double footballer of the year and Liverpool's leading scorer John Barnes. John Barnes has one of the highest profiles within the sport which made him the natural successor to Daley Thompson to endorse Lucozade for the next three years. John Barnes will be released in September 1991. We'll keep you posted.



UBI SOFT GET COMPILING



CHALLENGERS

Challengers consists mainly of simulations, but all the games included in this compilation are excellent and most have been awarded the prestigious AA award. Pro Tennis Tour is probably the best tennis game

around while Kick Off has never been bettered on the football pitch. Stunt Car Racer is an excellent 3D race game with Super Ski and Fighter Bomber, an aircraft simulation, making up the final deal.

UBI Soft have been extremely busy lately and have set themselves up nicely for the Christmas rush. They have obviously taken it upon themselves to take the part of Santa and bring out their own festive goodies.

Two compilations are planned for the Christmas period and both will be priced at £29.99. Compilations should prove extremely popular over Christmas, and Challengers and Full Blast may just pip the rest to the 'Christmas Greats' post.

FULL BLAST

Full Blast is the second of the two compilations and while not as impressive as Challengers, all the games are of a very high standard. Ferrari Formula 1, Carrier Command, Rick Dangerous, P47, Highway Patrol and Chicago 90 are all included. Rick Dangerous is the best of the bunch but all together they make for a very attractive buy.



Damocles Mission Disk I offers new and unexplored terrain. There will more objects and a higher level of interaction, as well as a few surprises here and there.

DAMOCLES IS BACK

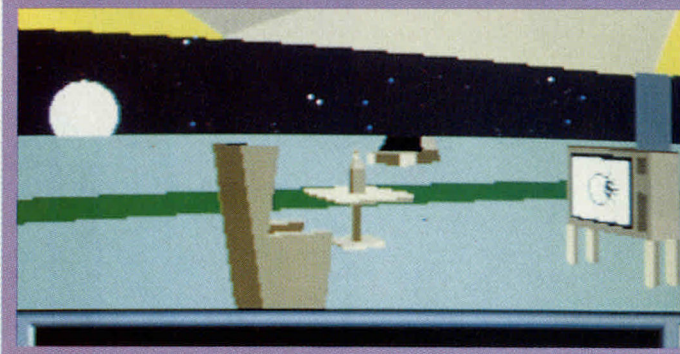
Fans of Damocles will be delighted to hear that publishers, Novagen, are to release Damocles Mission Disk I and Damocles Mission Disk II. Mission Disk I will be priced at just £9.99 and offers five new missions set in the original game environment.

The disk has a novel structure in combining both the special game 'saves' for loading into the original, and text displays for mission briefings and solutions. The content is

designed to reveal the fascinating intricacies of Damocles gameplay, much of which still remain undiscovered.

It is typical of author Paul Woakes' work that in his creation of the Damocles 'real environment' solar system, he has cleverly concealed so many features beyond the basic gameplay.

Mission Disk I reveals some of these with more to be covered on Mission Disk II set for a January release.



SCANNING FOR DATEL

News just in from Datel Electronics is that they have improved their best selling scanner package, the GS4500. The scanner now gives even better results with a clearer, sharper image by use of a custom LSI chip in its new interface.

The package now includes the much improved Version 3 software with extended Buffer, the ability

to merge two scans together, for scanning of A4 pages and so on, plus loads of extra editorial commands making the GS4500 probably the best scanner available for the Amiga and one for the hardware buffs.

The whole package now



(Left) Novagen continue the success of Damocles with the Mission Disks I and II. Both offer new missions.



comes complete with free Photon Paint Illustrator Software for £169.99 including postage and packaging.



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE
THE STEPS
OF DICK TRACY,
THE WORLD
FAMOUS
COMIC STRIP
DETECTIVE,
IN THIS SUPERB
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CONVERSION
OF THE BLOCK
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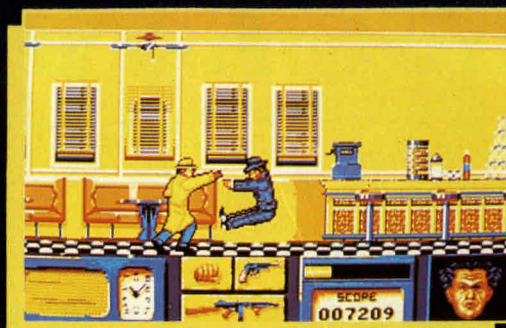
Developed by:



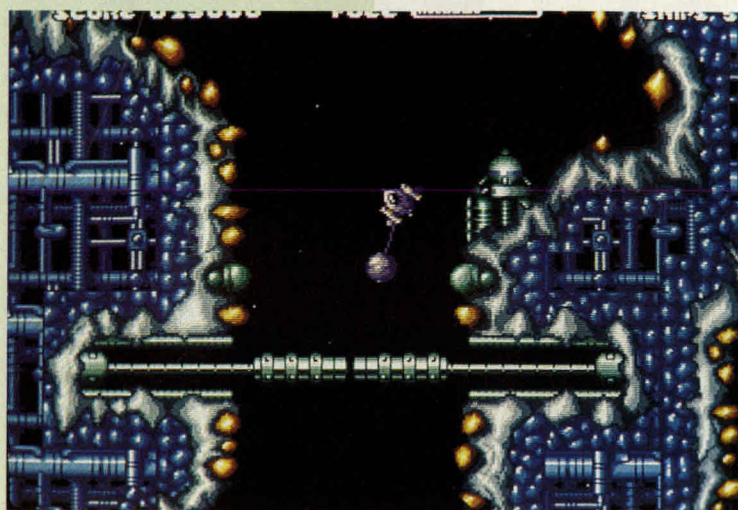
TITUS
SOFTWARE

THE COMPUTER GAME

It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.



FORWARD



A shadow falls from the darkness as the stranger approaches. You remain unseen until he whispers the password of the resistance – 'ZARA'. He is to assist you in a major offensive against the Empire. Several spaceships have been captured which require Klystron Pods, an essential power source.

With your ship, fight the gravity, search the planet, locate

Zarathrusta from Hewson is full of obstacles and narrow through-ways. The game has been inspired by Thrust and although it does look fairly similar, the hazards will be far harder and more numerous. Instead of vector graphics, Hewson have used colourful and large sprites. Keep your eye out for Zarathrusta 'cause it looks pretty damn good.

the Klystron Pods, hook up with the Tractor Beam and then thrust away!

Zarathrusta is the latest offering from Kevin Smith who wrote the highly successful Thrust. The game has been written and designed by Peter Verswyvelen and the graphics have been created by Erland Robaye.

Zarathrusta boasts 32 colours, fully multi-directional scrolling, 50 levels of three varied landscapes and digitised sound effects, and incorporates a password system to access later levels. Hopefully, we will be reviewing the game next month although the release date has been set for sometime early 1991. As soon as the price is known we will print it.

ELECTRONIC ARTS MAKE THE PERFECT MATCH



Electronic Arts have announced the release of Match Pairs for the Amiga. It is a memory game suited for 4 to 12 year-olds featuring competitive and non competitive levels, and four languages.

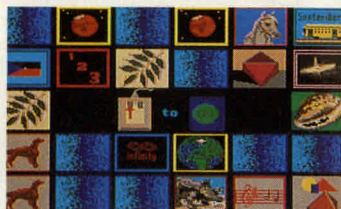
Match Pairs is especially suited to younger children, as it can run unaided. It requires no reading – being a classic game played world-wide, no typing and no autoboots to a child-friendly option screen.

Levels of play are based on

learning levels, starting with non competitive, moving to two player games and ultimately working up to a computer opponent with a perfect memory.

Each of the seven beautifully illustrated categories begins with simple concepts and progresses to the complex. To expand the child's enjoyment of the product, rousing music has been added with a computer voice that will expand the child's vocabulary.

The child can select the board size from 20 cards to 42, and subjects from flowers and animals, to the Big Bang and tetrahedons. Each time a card is turned over the computer voice



speaks the name of that card. This feature can be set to English, French, German or Italian.

Match Pairs was written by Dr Penny Norman for her own children, to be an interesting, yet educational package, styled to give enjoyment to children and parents. It should be out round about now with a price tag of £19.99.

Who's that gnome fellow and what on earth are those revolting creatures standing around him? Oh, what a relief! It's Splinter Vision.



GARDENING CAPERS

Electronic Zoo's Magic Garden is ideal for those who, whilst they find the creative and therapeutic effect of gardening appealing, don't like spiders, snails, slugs, dirty hands and aching backs.

The Magic Garden potentially a beautiful place. It could have many flower beds, a vegetable patch, a shed, a greenhouse, a bird table it does have a pond as well, an ancient hollow tree and a pond.

Someone has to get their

hands dirty and deal with the creepy crawlies and worry about aching backs; he is your right-hand man and he is a gnome known as Grobble.

Unlike a normal garden, magic things happen. Other gnomes are out to ruin your labours and generally cause you severe grief. You must learn how to deal with aspects of your garden – natural and magical. As Grobble you will be constantly harassed by killer plants and other gnomes and you'll have to keep on your toes if you're to avoid them.

The Magic Garden will be available on the Amiga in January 1991. It is being developed for Electronic Arts.

DO YOURSELF A FAVOUR SLOT THESE INTO YOUR



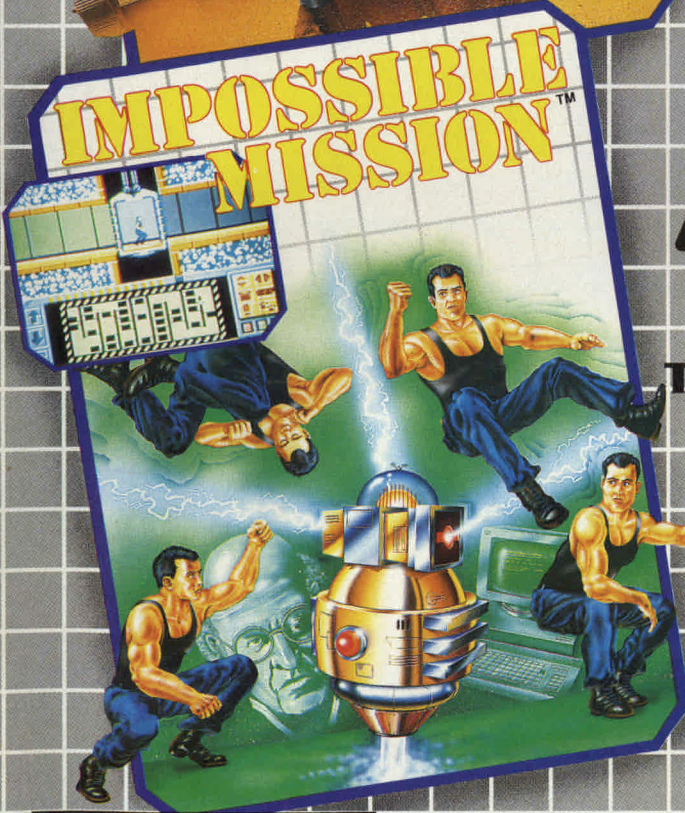
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AMIGA ACTION

HITS

DISK

The Amiga Action Coverdisk is back with us and Millennium have started the ball rolling with two playable demos of the excellent James Pond - Underwater Agent and the chilling Horror Zombies From The Crypt. All you have to do is select '1' for James Pond or '2' for Horror Zombies. Enjoy.

JAMES POND

Millennium have certainly become a force to be reckoned with, and they are probably the best software house to have appeared in the last year or so.

They made quite an impact with games such as Cloud Kingdoms and Kid Gloves, games which used the Amiga's capabilities to the full, unlike most that are about at the moment. But flash graphics and sound were not the only good points about their games. Playability was amazing, and kept the player glued to the screen for ages.

Last month we reviewed Millennium's latest master-piece, James Pond. Programmed by the acclaimed Steve Bak of Vectordean the game boasts both colourfully drawn and brilliantly animated graphics that bring the game into a world of its own. The game was also given an Amiga Action award due to its immense playability.

The game is also very green, and has James rushing about the place combating leaking oil rigs and saving fellow fishes from polluted lakes. We said last month that the game was a must,

but rather than asking you to take our word for it this month we've managed to get hold of one of the levels for you to have a bash at. You will be able to play level four which consists of three sub-levels that result in a pretty large playing area.

Controlling James Pond, secret underwater agent, you must battle away with the evil forces of the deep. In this stage of the game you have joined forces with some of the surface dwellers in an attempt to return some gold from one of their ships that was sunk many years ago. Quite a bit of wealth is at hand so you will have to swim as you have never swam before.

It's all quite simple. All you have to do is make your way into the wrecked ship at the bottom of the ocean and retrieve the precious bars of gold. But unfortunately, things start to go a bit wrong when the ship's captain returns from his underwater grave to put a stop to the meddling fish. Can you survive this ghostly ordeal, and if you do, will you be able to resist buying this smashing little game?



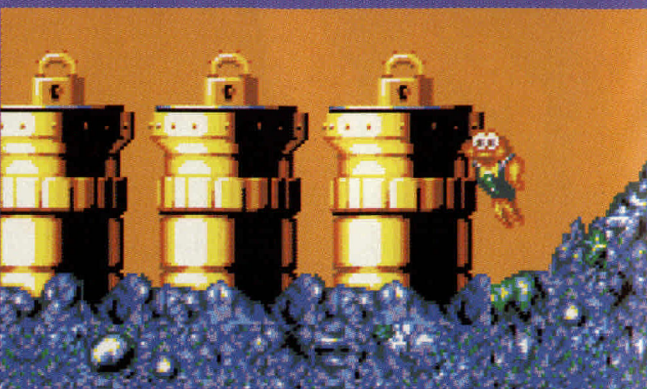
Forget James Bond. James Pond is here and he's a fish not to be messed with. Pond is armed with every conceivable weapon and he's not afraid to use them against his foe.



Along his travels, James Pond will encounter treasures beyond his wildest dreams but he must keep his fishy little mind on his mission directives, whether it be rescuing crabs, blowing up oil rigs or saving other fish from man's pollution.



Certain levels will contain hidden rooms that are filled to the brim with treasures that will help Pond in his missions. Unfortunately, the water in these secret rooms is polluted and will sap his energy which is indicated by a fish skeleton.



Once Pond has completed his mission the exits to the next levels will open. Some will be locked and require a key to open them. Pond can choose between the different exits and each one will take him to a new and more dangerous mission.

HORROR ZOMBIES FROM THE CRYPT

As well as James Pond, the second great Amiga Action Cover Disk features another of Millennium's superb new releases, Horror Zombies from the Crypt. Featuring blood-curdling graphics and spine-chilling sound, Horror Zombies pays homage to the horror movies made in the 1950s. It includes a whole host of creatures that featured in these classic films, such as the Wolfman and Count Dracula!

The full game will span six massive levels – a total of over a hundred action-packed screens, filled with nasties to blow away with your quota of ceremonial daggers! Also included are puzzles that must be solved in order to access the next section of the game.

The end result of all the hard work gone into the game is a brilliant combination of arcade action with a little adventure included. If you don't believe me, try loading up the playable demo that is on the superb Amiga Action Cover Disk number 2.

You play the part of Count Frederick Valdamar, a courageous young man who laughs in the face of terror. Using a joystick, you must move our hero across the demonstration level in curiosity of what you may find – will Gory Manor lie empty,

or will something deep inside stir?

There are many objectives that need to be completed, and keys must be found to open casks and doors. Two types of key can be found: a single, green key will only open one lock, but a ring of keys will open more.

Count Frederick has the option to use one of two items of throwing weaponry. Both are daggers, but one is more cumbersome than the other. This means that he can only throw one every so often, but more damage is done when they strike the target.

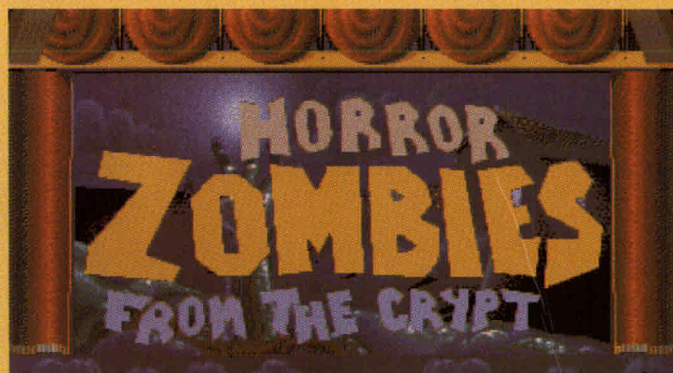
It is possible to clamber over an available piece of scenery or architecture, and the control system has been designed to enable you to execute agile manoeuvres simply and quickly. Some objects that can be found will award Valdamar with enhanced movement. For instance, if a pair of sneakers are worn, he will tip-toe silently across the screen, where as picking up the little man will bless our hero with the ability to crawl stealthily past the enemy.

What arcade adventure is complete without a potion? When he drinks one the Count will make a remarkable change and take on the form of a Zombie – very convincing it is, too!

IN CASE OF PROBLEMS

If, in the unlikely event, your cover disk doesn't load, pop it in an envelope and send it to:

Amiga Action Duff Disks, PC Wise Ltd, Unit 3, Merthyr Industrial Estate, Pemprebach, Merthyr Tidal, Mid Glamorgan, CF48 4DR.



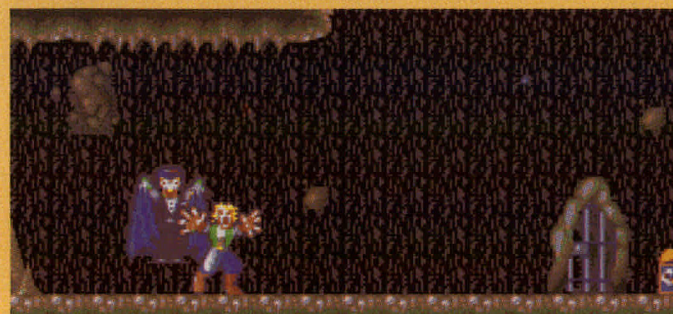
In true motion picture style, Horror Zombies From The Crypt appears from behind the curtains. The audience screams and prepares itself for horrors beyond its wildest dreams - the zombies are back and they're more terrible than ever before.



No sooner has our hero started when the zombies smell his blood and make after him. Fortunately, Valdamar has discovered a dagger which should prove extremely useful when disposing of the evil zombies and other creatures of the night.



Armed only with his trusty dagger, Valdamar hurls it at the oncoming zombie. The knife buries itself deep into the rotting corpse and kills the undead creature instantly. Valdamar can now continue on with his quest against darkness and evil.



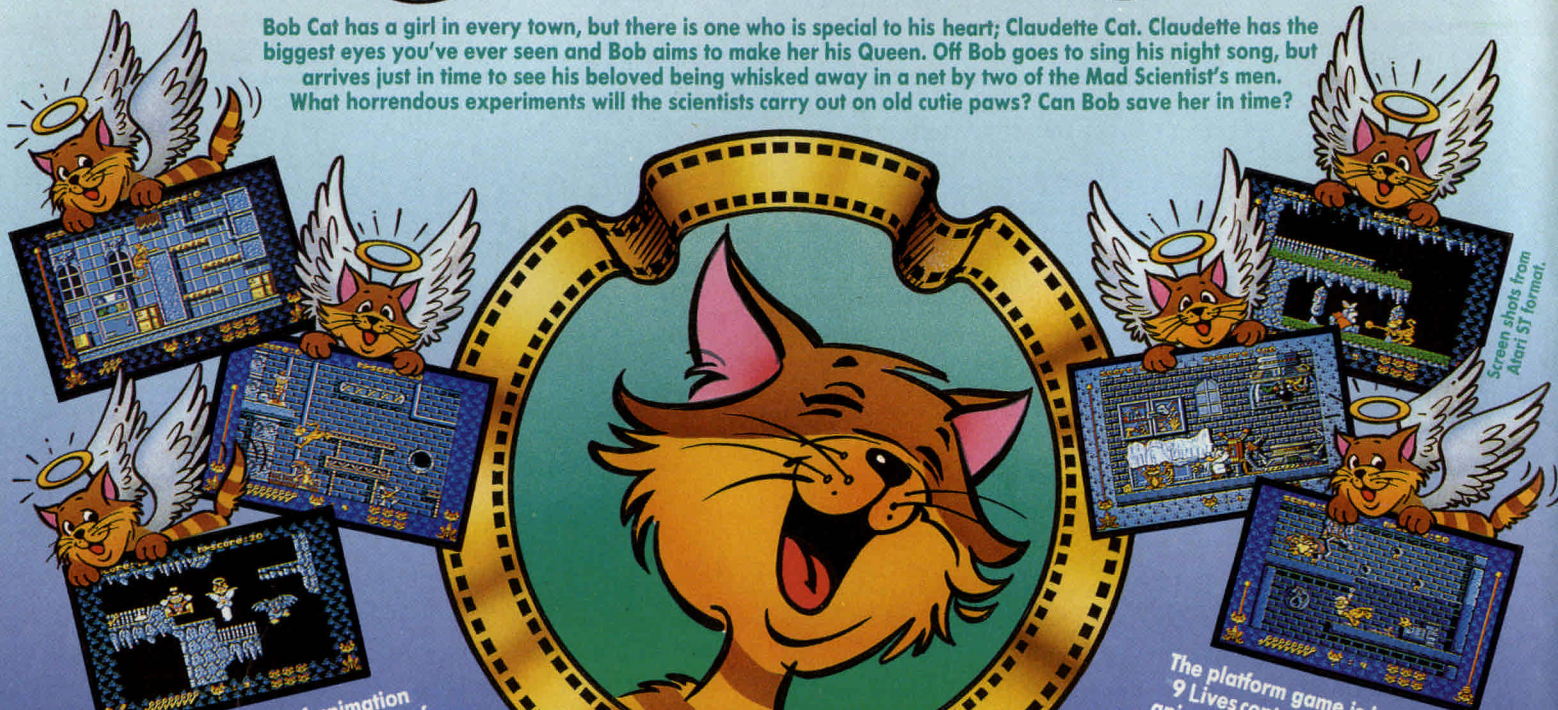
Valdamar is attacked by a demon of the night. Dracula also makes an appearance in the game and many of the zombie film creatures have been included. Fortunately, our hero is a nimble little minx and should be able to out manoeuvre his opponents.

IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9 LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?

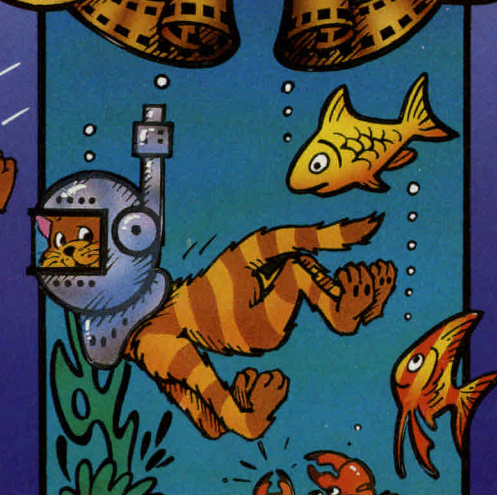


Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game, its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mapping for hours on end.



- Four massive levels each featuring over a hundred rooms.
- Stunning animation.



- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.

RAVE
RAZE MAGAZINE
93%

REACH OUT FOR THE POWER OF ARC
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ARC, P.O. Box 555, Slough SL2 5BZ.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Boggits Domain

NEW BLOOMS

In the shady glades of Adventureland many new games are ready to burst into bloom. Boggit has been poking in the undergrowth watching them sprout.

According to the Trade Journals, Chaos Stikes Back has now been released. This is the game which needs no advertising from me. If you loved its predecessor, you will love this. No more need be said on the subject.

Lovers of the Ultima series of RPG games will be pleased to know that, after waiting for what seems like an eternity, Ultima V has finally been released.

Although the release of Bards Tale III is still many months away, you can now experience the pleasure of Dragon Wars from Electronic Arts.

Electronic Arts tell me that the market for games such as these is relatively small in Britain although our American cousins go 'ape' for them.

Conversely, their animated graphic game The Immortal is selling like hot-cakes here, but is not expected to do so well in the States. I expect that says something about British gameplayers, but I can't think what.

I suppose I should wish you a blooming Merry Christmas, but instead I'll wish you whatever you wish me - and I hope it hurts! There, that's got the boring Season's Greetings bit out of the way for another year.

Don't ask me whether I will be having a White Christmas here in the Great Wood, because heaven knows what the weather will be like. All I do know is that both me and Archimedes the owl will be able to stay up all night playing adventures until we finally fall into bed, not caring what time we get up the next day.

KWIK KWIP

The trouble with Atari ST users is that they can give you the square root of a tin of beans - but they can't open it.

Take a Peek in the Troll's Sack - in Legend of the Sword

I am a skillful knight and part-time magic user, but even I get stuck from time to time. And so it is now with Legend Of The Sword, and I wondered if you - in your infinite wisdom - could 'conjure up' some

help? (Do Boggits use magic? Excuse my ignorance, but what is a Boggit exactly - are you a demi-human related to Halflings or Kenders? Or is it just another name for a Half-Orc? On all of my travels, I don't believe I've ever encountered a Boggit!)

Anyway, my Legend questions are: After escaping from the Troll's prison cell: how do I retrieve my weapons from the Troll's dining table? Where is there a light source, so I may see past the dug-through cave-in? Finally, is there any use for the bag full of garbage which the Troll drops in the corridor when it is attacked?

And if, for the last question, you say 'Yes, climb into it Slimedung', I will come round to your Blackthorn Tree and introduce you to my enchanted battleaxe, Bonebiter!

P. Hardy, Sheffield

For a start, I aint a 'Half' of anything - I'm 'all' of me. There is only one Boggit because they broke the mould after I was created - didn't want too much of a good thing I suppose.

I sometimes wish I could use 'magic, in which case I would send you the reply that you deserve for

being cheeky to your betters.

Simply Examine Table will allow you to see what's for the taking. Once you have opened the gates in the corridor go in and west, dig with the shovel and you will find a torch. Take the Troll's sack, then drop it and look.

Police Quest Directory Dialling

Having spent many enjoyable hours with my Amiga and Police Quest, I have one particular question to ask. Can you tell me where I can get the telephone number of the taxi-cab company in the Hotel Delphoria? I have tried for the past few months to solve this riddle, with no success.

Magnus Pahlsson, Finland

This is a very easy problem to solve - if you are an American. I assume you are not an American, otherwise you wouldn't have travelled to Finland to post your letter. Of course there is the possibility that you are a bewildered American Atari ST owner, and that is what you've done, in which case you are in deep trouble. Then again you may be an American who is visiting Finland on holiday, but who would visit Finland for months? Ten minutes after arriving you would have seen all the snow you wanted to see and would be heading home again. Look, let's just assume you are Finnish O.K.?

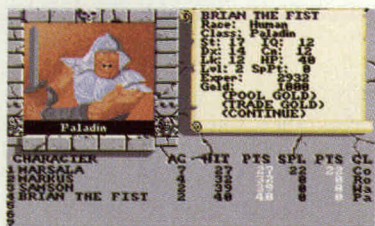
What you must do is dial the Directory Enquiries and ask for the number of a Cab Company. As the game was written in America they thought everyone knew that the number is 411. Dial this number and say 'Taxi'.

Frenchmen visiting Britain have a similar problem when they dial 911 and expect to get the Emergency Service. It comes as a big surprise when they get the Test Match Score - but then who cares about the French? (Answers on a postcard - no rude words please!)

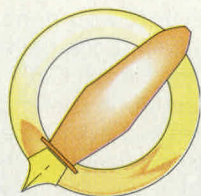
Two Little Words for the Bard's Tale

Please can you tell us the two words which the Strange Mage wants to know in the Bard's Tale 2 game? We're desperate.

D. Ashwell, Gwent



Get a grip of yourself lad, this game has obviously driven you mad and you are beginning to imagine things. All this talk of 'Us' and 'We'. For a start there is only one of you. D. Ashwell is your name – look in the mirror and count your heads. As you are obviously 'flakey' I don't know whether you need two words or just one. Perhaps the word you need is Schizophrenia. I am in two minds whether to help you or not with this problem. Perhaps instead I should mention that the game's publishers, have a telephone number which you can ring with such queries. Ring 0753-49442 between 9am - 6pm Mon to Fri and ask for Customer Assistance. Three humans are there to answer all Electronic Arts adventure and RPG questions free. (eg. Bard's Tale and The Immortal). In this case the words you are looking for are Please and Freeze.



STAR LETTER

I am pleased to offer some assistance to Tung Fei Yeung who is struggling with Galdregon's Domain mentioned in the November edition, (note the correct spelling by the way). I know the location of the two other Gems of Zator. The first is indeed with the Assassins - and the Cloak of Elves IS needed before they offer up the Gem. The problem is that the gem is not in the Assassin's Wood to the SW of

COMPOST HEAP

At the bottom of the Boggit's leafy glade, (just a disk-throw away from his treehouse!) lies his Compost Heap.

Grrrr, don't you just hate games that have rotten arcade sequences in them? I've been trying for days to get past that damn water-bike bit in Operation Stealth and I still can't do it. I've fitted the Action Replay Cartridge to my machine, just so I can slow the whole thing down and I still can't escape. It's those damn French programmers who always seem to be the culprits. I'm considering stowing away in the next shipment of Welsh sheep and pelting the blue-blazes out of them with golden delicious

apples. And other thing, whoever wrote the User Manual for the Action Replay Cartridge ought to be pelted as well!

Now I know it's nothing to do with me, but have you noticed that the arcade game – Wings Of Fury – has had some pretty strange review scores from different mags? They have ranged from 90% to 35%! Well for what it's worth I'll go on record as saying that I think it's loads of fun. Of course I'm willing to discuss this with any joystick waggler who wants to come round to my Blackthorn Tree and argue. Bring a big joystick, you're going to need it.

Right, I think that has insulted enough humans for this month.



the Elven Wood. It is in the wood in the SE corner of the Domain which can only be accessed from the North via a hidden entrance. Leave the castle and walk as far east as possible then turn south; continue walking until you see a hole in the wood.

To find the second Gem, go to the tower in the SW corner and from there walk as far south as you can then turn west and keep walking until the secret temple of Medusa appears. You will need good armour and plenty of potions before you can enter here. Don't forget the Mirror of Reflection.

Like Tung, I too do not know whether there is any significance to the request of the ghost to bury his bones to the north, or whether the Demon Master's Sword is required. As far as I can make out the wizard who sits in the middle of the Domain is just for show. My son and I have been playing this game since last Christmas and it has

given us a great deal of pleasure. I think it is one of the best Amiga games of all time – similar to Dungeon Master but with better graphics. The only review I have seen of this game was in Computer Express (Nov 88) where they gave it a full page review with a 5 star rating.

M. Crowley, Grimsby

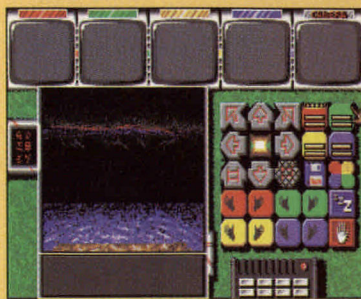
Well I remember the game, but I must confess it didn't catch my imagination – still it certainly seems to have fired yours. As I promised a prize to the human who supplied help for this puzzle I suppose I must send you something, even if you did make snide remarks about my spelling! I'll let you know that the spelling on your letter wasn't exactly up to scratch so before you mock others, get out the dictionary. You have been warned. I will be after you if it happens again and I hope what turns up keeps you busy for another year.

BOGGIT'S BOUQUET

Out of the month's new releases the Boggit's sensitive proboscis has sniffed a prize bloom worthy of his prestigious Bouquet Award.

Each time I read a review which says: 'This game is just like Dungeon Master, but it's got even more in it' my eyes narrow and I start spitting. In the last year I have searched in vain for a game which deserves such praise and I never found one – that was until this month.

You can forget anything you have read anywhere else, because here are the facts. The name of the game is Captive, it is published by Mindscape and it runs without any added memory on a standard A500 Amiga. There is nothing else you need to know. It is brilliant and it is the only game which deserves to be



spoken about in the same breath as Dungeon Master. If I was to be super-critical I would have to say that the graphics are not as crisp and clear as those of D.M., but otherwise this game has got it all.

Sound, gameplay, atmosphere and sheer addiction are oozing from the disk. If you are as fed-up with of second rate D.M. clones as I am, you can take my word for it, this one truly

does have the magic ingredient which all the other failed to find. I've seen games come and go, but this one will run and run. Ask yourself, 'Would the Boggit talk you into buying a turkey'? Buy this game and kiss your bed goodbye.

A rose should also be presented to Cadaver from Mirrorsoft. The ubiquitous Bit Map Brothers have come up with another game which is great on the eye and the brain. Really super graphics combined with pleasing puzzles make this a quality game. There is a bit of wrist action required which means the game is equally at home in both the RPG and Arcade gamester's collection, but it's the quality of the whole thing which makes me recommend it to you. Games like this deserve to be bought.

Wishing for Help in Dungeon Master

I am stuck on Level 2 in the wonderful game Dungeon Master. There is a locked door and a fountain with a message on the wall saying, 'This fountain accepts one wish'. I have been trying for months to open the door.

Helen Lingwood, Co. Durham

You've got to be kidding! How do you know it's a wonderful game if you have been stuck on Level 2 for months?

I've found that when humans stumbles upon a fountain or a well, they split into one of two types. The first group instantly throw money into it and make a wish, (these are normally Atari ST users who are trying to turn their computer into an Amiga). The second group climb into the water and tried to steal the money the ST users threw – these are rotten Amiga owners. Didn't you ever hear the old song, 'Three Coins in the Fountain'? I heard this old ballad at my mother's knee – or was it at some other low joint?

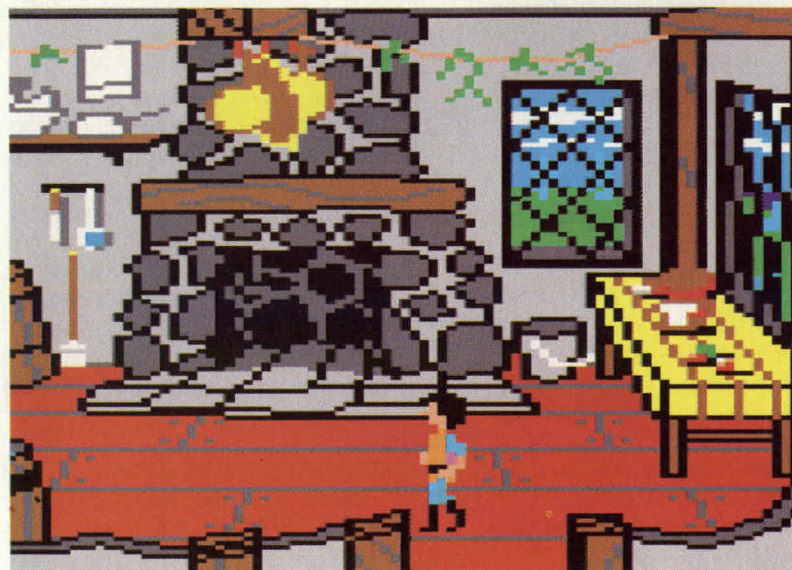
Don't be so damn mean; stick a coin in the fountain and the door will open.

More Tempting Recipes from the Kings Quest III Cook Book.

I have made all of the spells in Kings Quest III, except for the 'Causing Deep Sleep'. For this I need I pouch which I can't find. I have boarded the pirate's ship and looked around, but the wizard always turns up and 'Zapps' me. Please tell me where to get a pouch and why he keeps coming to kill me when I am on the ship. Do I turn him into a cat?

J. King, Brighton

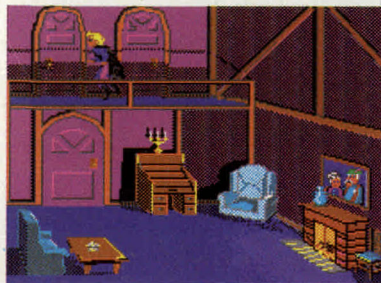
I don't know why he keeps coming after you. If it was me, I would be happy that you were sailing away because you are obviously a bloody nuisance. The shop in the village sells pouches, so providing you have stolen the money from the robber's treehouse you can simply buy one. To dispose of the wizard you must make the magic cookie, crumble it into a bowl of porridge and serve it up for lunch. Have you tried kicking the cat? Gets no points, but it made me feel lots better.



Steal the Secret of the Thieves Guild in Sierra's Heroes Quest

I have had Heroes Quest for quite some time now and I am getting pretty good at it, but now I'm stuck as I just can't get into the Thieves Guild. I can make the thieves sing, but I cannot find out what the password is. I would also like to know where the Flying Water is.

Andrew Shakespeare, Avon



So you are a thief are you? Well you'll get no help from me you little rotter, you scoundrel – you Schweinhund! If you come around my treehouse singing your nasty thief's songs, you'll soon find out that I keep some 'Flying Water' in a pot under my bed. Oops, I seem to have given away the password already. In that case, if I tell you that the Flying Water Waterfall is in the south-east corner of the forest perhaps you won't need to come near my part of the Great Wood at all.

Stuck for a Pin-hole in Future Wars

I have just started playing Future Wars and I don't know where to stick the little flag.

K. Bowker, Cleveland

Don't tempt me!

Journey's End Chronicles

Enclosed is a complete solution to Journey by Infocom. I can thoroughly recommend this text adventure as I spent many enjoyable and frustrating hours on it and I await the sequel with much anticipation. Thanks for your time and keep up the good work with the adventure column.

M. Fairfax, Nottingham

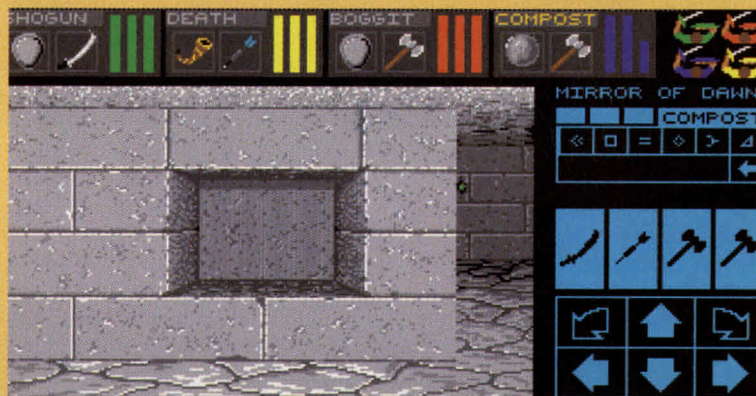
DUNGEON MASTER LORE

Level 6 of the Dungeon contains five Iron Keys. You will only need to find 3 of these to enable you to continue downwards, but if you are smart enough to find any of the others they will enable you to unlock secret places which contain three Magic Boxes, which will come in very handy when tackling the 'heavy duty' monsters lurking in the lower levels. A Freeze Life spell plus a closing door can be a winning combination when tackling a Stone Golem.

The key which many adventurers fail to find is hidden in the Riddle Room. Upon entering Level 6 you will find four empty alcoves, each with a riddle written next to them. Most dungeoneers quickly realise that the solution involves placing the correct objects in the alcoves, and within a twinkling of an eye they stuff a Gold Coin, a Blue

Gem and a Bow into three of the four locations. At this point the secret door is opened and the way is clear for them to step boldly forward into the darkness.

But what of the fourth empty alcove? The riddle for this location says; "I am All. I am Nothing". Once they have successfully opened the secret door the foolish humans amongst you think that the solution must have been to put "nothing" in the alcove; indeed I have seen such advice printed in a rival Adventure Column. In fact the wise human who only heeds the words of the Boggit and doesn't waste his time and gold reading the lies of other false prophets should place the Mirror of Dawn there. Once all four alcoves contain the correct items a further secret location will be revealed and one of the elusive keys will be yours.



What a very useful scroll you sent me. I never actually played the game as it had 'been and gone' by the time the editor 'converted' me to the Amiga. (For 'converted' read: smashed all my other computers and stuck me here in the middle of the Great Wood!) I fear your wait for a sequel is going to be a very long one as Infocom are now definitely defunct, deceased, no-more, finito benito! However to ease your pain I'm sending you a small token in a big box. Don't you just love big boxes?

That's your lot. Be off with you and don't darken the glade until next month. Drop me a line and let me

know how things are faring in your part of the Great Wood. Meanwhile don't buy any wooden disks. If you are stuck in any adventures and yearn release from your torment then drop me a line and I will try to answer with a sarcastic comment. Praise me enough and I might just decide to help you.

Send your S.A.E to:-

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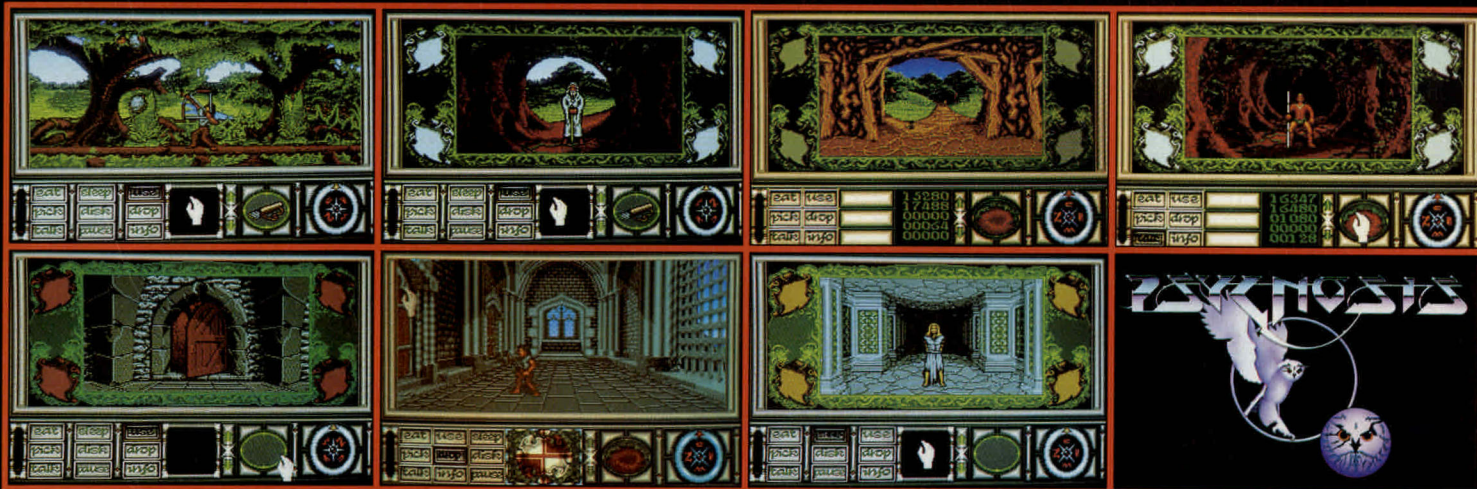


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Amiga Screen Shots

SEEING IS BELIEVING

STOCKING FILLERS

BUDGET BARGAIN BASEMENT



DOUG THE JUG'S BUDGET BONANZA!



Christmas is here, and I'm sure many of you will be expecting to find a game waiting for you under the tree. But software isn't cheap and one is probably all that you're going to find. However, things aren't as bleak as they look. More and more budget titles are being released nowadays with a large majority of them being re-released hits from the past. So just to give your parents or beloved an idea of what decent software they can get hold of for you.

FERRARI FORMULA ONE BUDGET RATING 82%

Start at the Ferrari test track at Fiorano by tuning the engine of your car, and testing the aerodynamics in the wind tunnel, before getting behind the steering wheel and racing on 16 of the fastest tracks in the world. In Ferrari Formula One be the team manager, mechanic and driver. Have you the skills to become champion of the world?



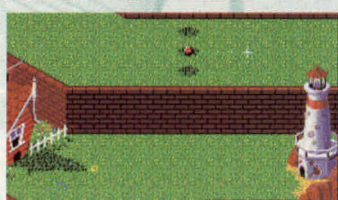
POWERDROME BUDGET RATING 82%

Powerdrome, the simulation, gives you the chance to enter the lightning fast world of a typhoon pilot competing in Powerdrome XXIV against four of the galaxy's meanest and most determined pilots. One player, or two via machine datalink, can race round the various tracks.



KEEF THE THEIF BUDGET RATING 75%

Keef bows to women in the street, and picks a pocket whenever he gets the chance. But Keef's greed has got the better of him and he is no longer content with the small takings of his victims. Guide Keef through the streets of wealthy cities stealing and running away from trouble.



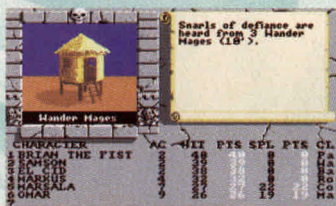
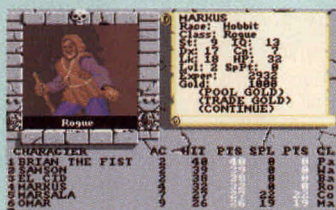
ZANY GOLF BUDGET RATING 81%

Are you fed up with zapping aliens? All you want to do is sit back and relax with a nice peaceful game. Zany Golf is just the game. In this totally addictive crazy golf simulation all you have to do is get the ball down the hole. Fun for all ages.



BARD'S TALE II BUDGET RATING 86%

Stepping into the shoes of six fearless adventurers take part in this brilliant sequel to one of the first RPGs to hit the computer screens. After his first defeat, the almighty Mangar has risen to wreak havoc across the lands. Battle hordes of monsters, and fathom out cryptic puzzles to save the world from eternal destruction.



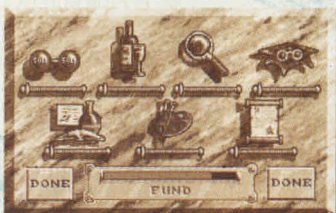
INTERCEPTOR BUDGET RATING 84%

Can you become a Top Gun. Flying either a Hornet or Falcon fighter plane take part in six gruelling missions. Starting with simple reconnaissance missions, work your way up through the ranks, protecting the president and shooting down missiles, before you arrive at your final mission: an encounter with an enemy submarine just off the coast of your country.

ELECTRONIC ARTS £9.99

HOUND OF THE SHADOW BUDGET RATING 77%

It's the 1920s. Everything seems to be as usual in the large city of London, but behind the scenes it is a totally different matter. Controlling your character you must search for clues to your friend's murder, but as you progress through the game you will discover that you are meddling with something that you can not handle. You are dealing with the Gods.



SWORDS OF TWILIGHT BUDGET RATING 78%

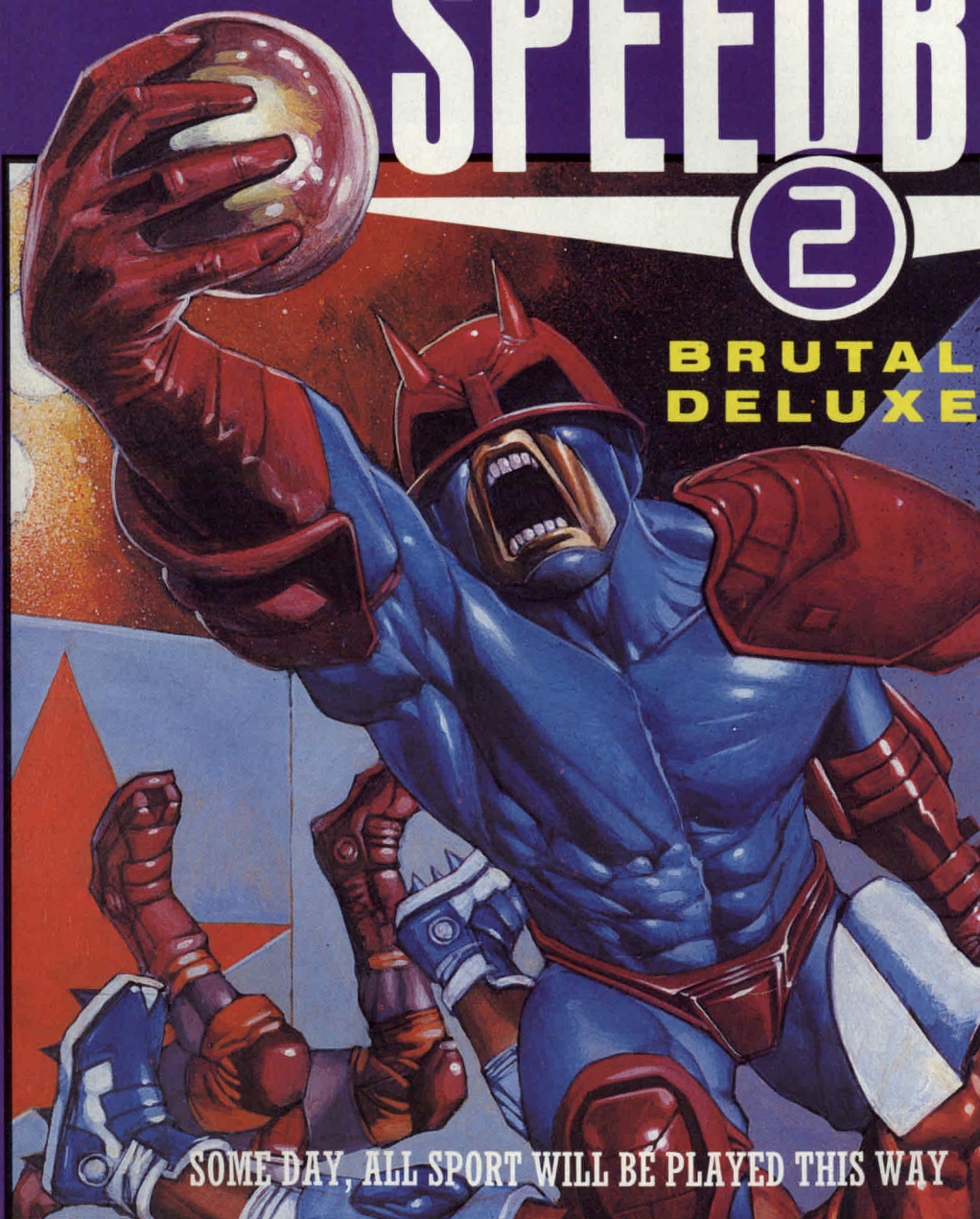
Computer RPG games have always lacked one vital thing: the choice of more than one person being able to play at the same time. But now even that is possible with the help of Swords of Twilight. Up to three players can take part in this D&D style game cooperating, defending or hindering each other as they attempt to overthrow the evil forces that threaten the kingdom.



SPEEDBALL

2

BRUTAL DELUXE



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It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

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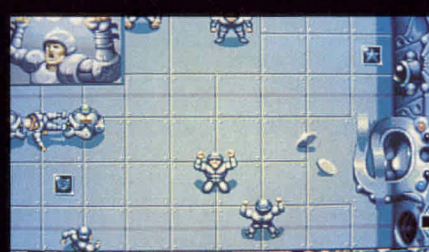
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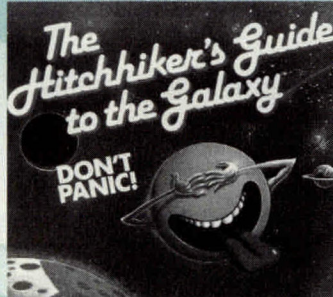


ZORK I BUDGET RATING 83%

Using all your cunning and courage, delve deep below the surface of the earth in search of the incomparable Treasures of Zork. However, the true difficulty of this task will only become apparent once you have arrived.

PLANETFALL BUDGET RATING 82%

You join the Stellar Patrol to go boldly where no man had gone before, but so far the broom closet is as far as you managed to get. That was until your ship exploded, marooning you on a deserted planet.



HITCHHIKER'S GUIDE TO THE GALAXY BUDGET RATING 83%

Arthur Dent is not having a very good day. No sooner had he got out of bed than everything started to go wrong. First his house got knocked down, then he found out his best friend was a Martian, and now just to cap it all his home planet has been destroyed. What could happen next?

LEATHER GODDESSES OF PHOBOS BUDGET RATING 83%

The world is being threatened by the fiendish Leather Goddesses and you're the only person that can save its inhabitants - if they want to be saved. Roam the galaxy searching for the various materials to lure the Goddesses away from earth and the human race.



SUPER HANG-ON BUDGET RATING 80%

Jump onto your racing bike and zoom around a selection of testing tracks, which vary in difficulty. No matter what other racing games you have played you won't be prepared for speed and acceleration of Super Hang-on.



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BATMAN: THE CAPED CRUSADER BUDGET RATING 79%

Do battle with two of Batman's most deadly adversaries. Guide Batman around the Penguin's and Joker's hideouts, collecting and using a selection of objects to get to the big bosses themselves. Can you survive as the Dark Knight or will your enemies have the last laugh?



ENCORE £9.99



THUNDERCATS BUDGET RATING 77%

The Molemen, agents of the evil Mumm-Ra, have launched an attack on the Cats-Lair and captured all the members of the Thundercats team. Fortunately, Lion-O was not in the lair when the Molemen struck.



BUGGY BOY BUDGET RATING 78%

With Buggy Boy, all the finesse and gameplay of the arcade original have been kept to produce a true quality game. With five treacherous stages to choose from Buggy Boy will keep you amused for hours.

AND THERE'S MORE...

Here's a quick look at what's been released on budget this year. A big thanks to the guys at GB Microland in Waterloo for this list, and if you can't get hold of any of these games GBM do have a mail order service.

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Crash Garrett Smash 16
Elf Micro Value
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Fast Lane Action 16
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Formula One Grand Prix Micro Value
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Summer Olympiad Micro Value
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Barbarian Klassix
Battleships Encore
Beyond The Ice Palace Encore
Blood Money Psychosis
Carrier Command Rainbird
Future Tank High Lights
Gauntlet II Klassix

Ikari Warriors Encore
Impossible Mission II Klassix
Microprose Soccer Microprose
Pac Mania Grand Slam
Road Blasters Kixx
Voyager Ocean
Wishbringer Mastertronic

SMASH 16 £4.99

OPERATION NEPTUNE BUDGET RATING 70%

Your arch enemy, the evil Mr. Ming, is back Hidden away in his base deep in the Pacific ocean, his men are busy building an army of killer robots to release on the unsuspecting world. Stop him or perish.



TURBO CUP BUDGET RATING 73%

Thrill to the excitement of Championship Sports racing! Drive at speeds in excess of 120MPH! Practice on each course first, before competing in a head-to-head race with the devious computer opponents.



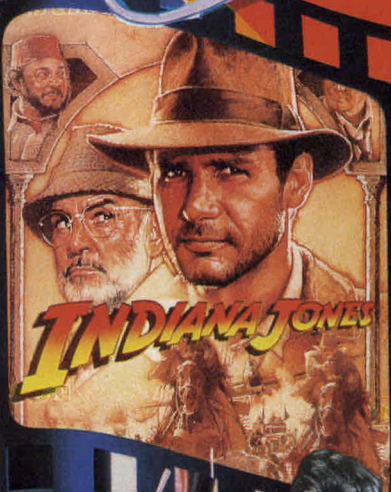
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GHOSTBUSTERS II



BATMAN



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GHOSTBUSTERS II

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BATMAN



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BLITZKRIEG MAY 1940

Ever fancied taking control of Nazi Germany to invade such countries as France and Poland? Well now's your chance. With the help of Blitzkrieg May 1940 it's possible to take up the role of either the allies or the Germans. Choosing the May 1940 option it's possible to fend off the Germans, whereas the Blitzkrieg game gives you full control of all Germany's forces.

Blitzkrieg is the name given to a set of tactics better known as "lightning war". Such tactics were employed with great success by the Germans who eventually invaded most of Western Europe. The attacks were launched on May 10th 1940 and by June 14th Paris was under the complete control of Hitler.

The game is fully operated

by mouse and single keystrokes and played using the multi-directional map which details most of Western Europe and displays all the major cities, roads and rivers. Zooming in on part of the map allows you to view all your forces which mainly consist of soldiers, tanks, artillery and armoured.

Issuing orders to the armies is the key to success. Each unit is colour coded and split into two sections which can be used to either attack or form a defensive wall. Once you have defined your strategy it's simply a matter of sitting back and watching the action take place. An option to let your commanders make decisions is also available.

A percentage rating is given to each army which is taken into consideration in battles. An army with a high percentage is more

likely to conquer other armies than those with a low percentage. A percentage below 45 usually means the end of the army.

ALEX

Playing the role of Nazi Germany certainly seemed to be an exciting and compelling prospect, but unfortunately the game does not live up to the initial expectations. The gameplay is slow and cumbersome and defining the orders can be quite boring. Once the orders are setup the action does not up slightly. I certainly doubt the lasting appeal of the game especially once you have completed the two different roles. It should appeal to beginners.

STEVE

I find most wargames enjoyable and I was looking forward to Blitzkrieg May 1940. On loading though, I found the game to be a little boring and just too slow. Once I had allocated all my orders, which does take a little time, the game did become more interesting and watching the ensuing battles fairly enjoyable. After an hour or so I did find it tedious and I therefore lost interest. I would recommend Blitzkrieg May 1940 only to those who are starting off with wargames.

SOUND

N/A

GRAPHICS

Quite surprisingly the scrolling is very fast and smooth, but unfortunately the actual graphics are very poor and leave a lot to be desired.

32%

OVERALL RATING

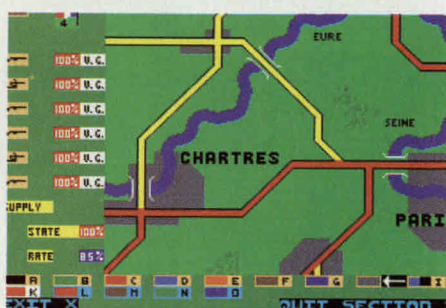
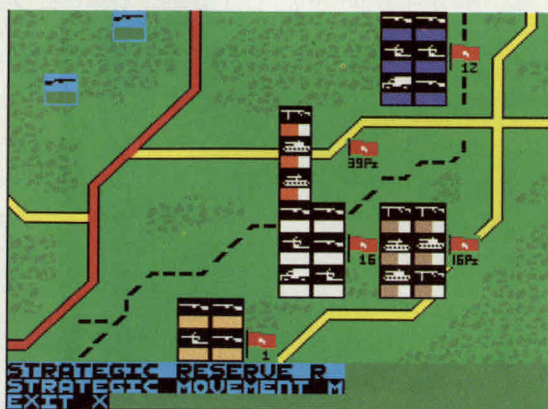
54%

(Below) The tactical map displays a magnified area. Here you can get a detailed view of all the units and terrain and view the battle theatre.

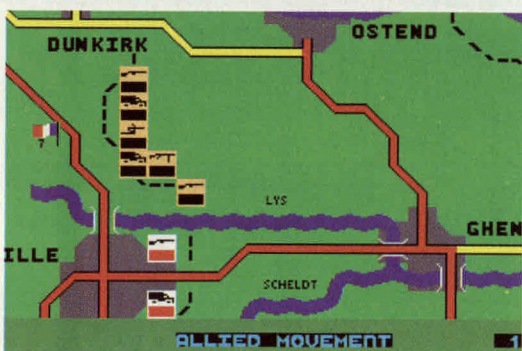
The main screen is a small scale map of Europe. By pressing the left mouse button it's possible to zoom in on any area.



Information windows provide statistics on selected units. From these windows you'll find out what sort of state each unit is in and whether they are fit for battle.



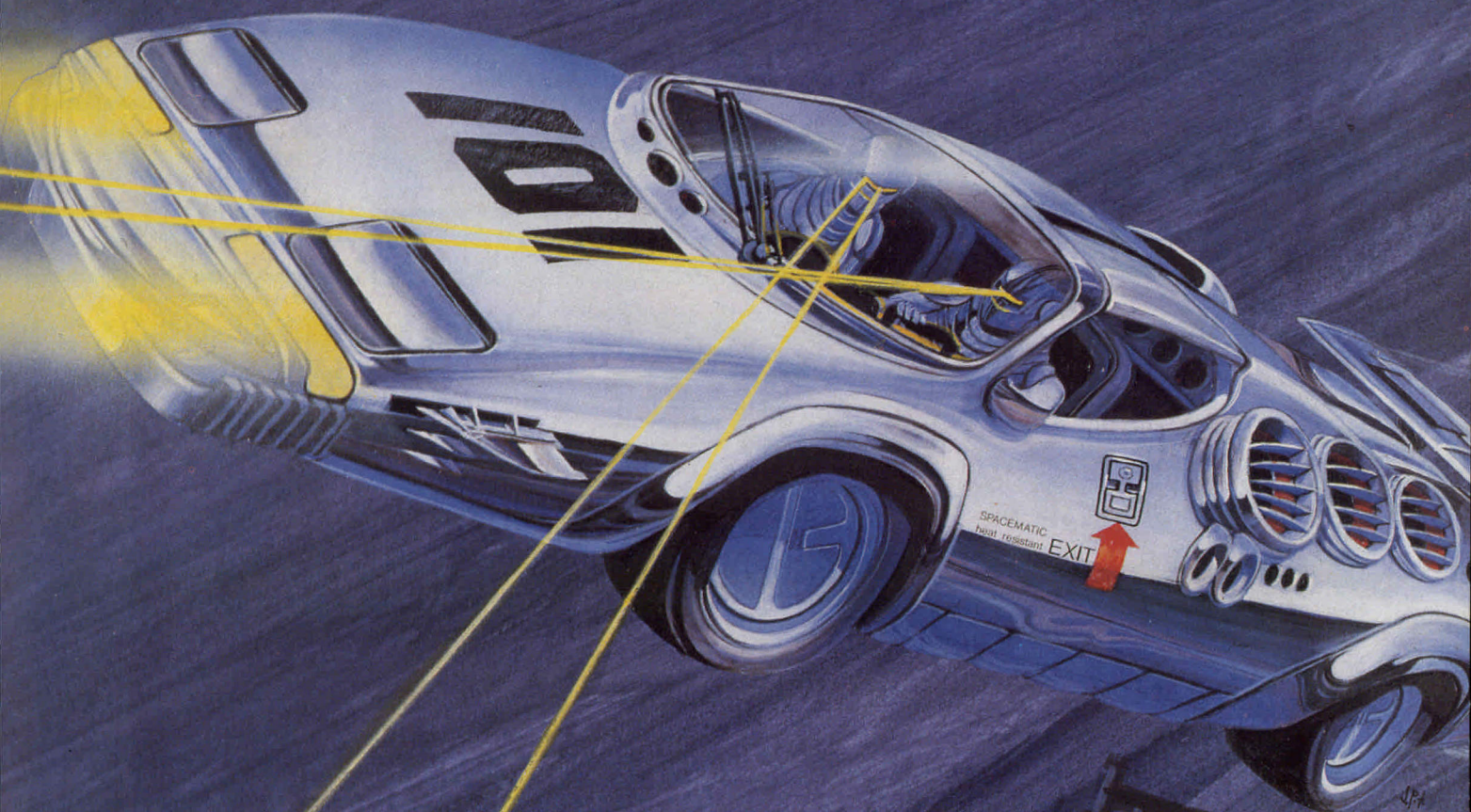
You can watch all allied and enemy strategic movements. Once selected, the path of the unit is followed with the screen automatically.



Getting information on any unit is easy: Simply select the unit required by clicking on any one of the representing flags.

S P O R T S D R I V I N G

Do you want to drive in the Fourth Dimension?



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CAPTIVE

The future is dim. Over-population has created poverty for the million of inhabitants of Earth who have turned to crime in order to survive.

WHITEY

Very rarely does a game spawn even better clones than itself, but this has been the case with the Dungeon Master-style games. Xenomorph and BSS Jane Seymour were both close imitations but they still maintained originality. Captive is the latest addition to these styles of games and it has to be said that it is the best of the lot. Everything about the game oozes professionalism and it is clearly obvious that a great deal of time and effort has gone into the design. Failure to buy Captive will result in a very cruel and painful death!

You, however, seem to be coping with the harsh conditions and have no incentive to turn against the law. All of this is soon to change. Law enforcement has been tightened, and steep penalties have been issued for even the most petty of crimes. For instance, a maximum of two hundred years in Cryogen suspension could be given for a murder case.

Nobody deserves what you are about to receive – it seems you have been stitched up for a crime that you never committed (well, not to your knowledge anyway!). The judge found you

guilty and you have been sentenced to murder and slammed away for a massive two hundred years. You have been flown to a orbiting space prison where you immediately try to plan your escape.

Held captive, your quest begins in your cell, where, as luck would have it, there is a briefcase computer. Your knowledge is limited in technical gadgets such as this, but upon inspection, the case provides a means of escape. It seems this lap-top controls a group of four droids which, used correctly, could make good your escape. You will have to bring them through thick and thin, battle against great mutated creatures that roam the various moons of the solar systems before they finally pin-point your location and free you. Sounds easy? Well, it isn't.

Captive is set in a myriad of futuristic underground installation, and include a number of puzzles and tasks that must be completed before progress can be made. As

you roam around the numerous complexes, using the mouse or keyboard, you will most definitely be confronted by a whole army of hostile creatures, some big, some small, but most with a bite worse than their bark! Pressing the right-hand mouse button whilst over a movement icon will make your droid push in that direction, as some walls can easily be moved revealing further catacombs of the level.

As all of your characters are robots, it is plainly obvious that the likes of food and drink will no longer be needed. Instead, each droid runs off an internal power supply that can be recharged by using any convenient plug socket. As damage is inflicted upon you, you'll not receive cuts and bruises, but instead you'll blow a fuse or something similar. Although you cannot repair the damage, it is possible to pay one of the shops a visit, and providing the part is in stock, the owner will gladly fix the problem for a small

DOUG

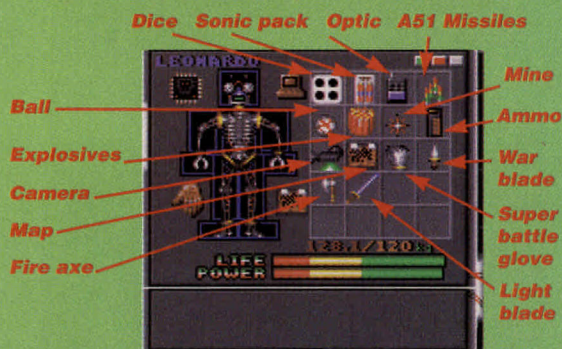
Tony Crowther (the programmer of C64 classics such as Loco and Son of Blagger) has managed to make a very good clone of the dungeon classic, but with a more futuristic feel. Once again the game is amazingly addictive and never ceases to astound with new creatures and puzzles on each level. Captive is an extremely good game and should appeal to anyone and everyone, so buy it now. I guarantee that you will not regret it!

SOUND

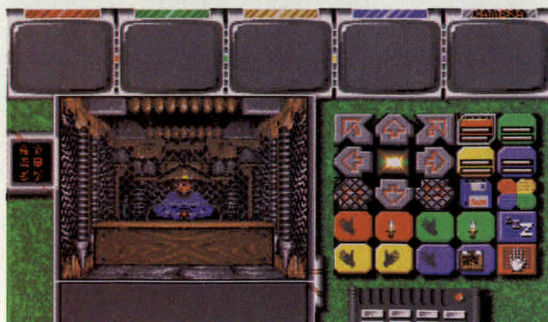
It made my eyes water when I saw a robotic mummy slash my wrist off with its light sword! Other effects include the monsters grunting when you successfully hit them.

74%

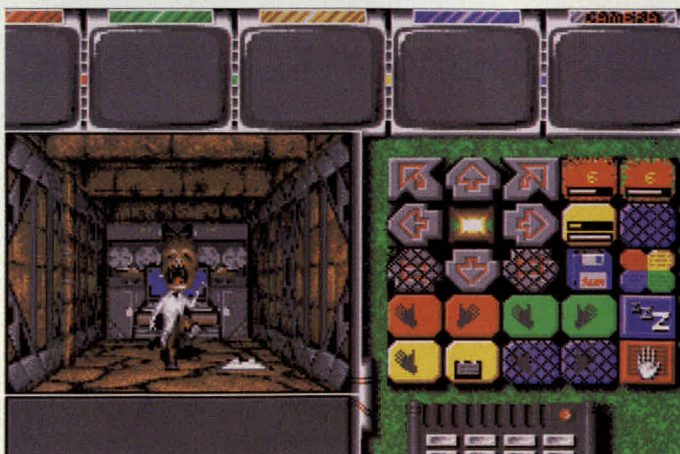
WHAT'S INSIDE?



■ With two hundred years left on your prison sentence, it is more than likely that you are feeling a little agitated and want your freedom. With this baby in your hands, the chance is now yours.



■ Each time you manage to defeat a monster in combat, a bag of money will be dropped. What use is this, you may think? This cash can be taken to one of the installation shops and new objects can be gained in exchange.



■ The key to the next mission lies within the computer situated somewhere in the complex. However, it is guarded by a small man who doesn't appreciate your presence, and soon turns violent..

fee. With a tough task ahead of you, you either succeed or spend the rest of your sentence pulling your hair out!

ALEX

Oh lordy, I think I'm going to go mad as there is another brilliant game that will surely take over from the well-established *Dungeon Master*. Drawing its inspiration heavily from *FTL*'s classic, *Captive* is the brain-child of the childhood prodigy, Tony Crowther. Gameplay is basically 'Dungeon Master in Space' and successfully manages to keep you returning for more. Presentation is first-class and my only remaining question is: Why didn't Mindscape let us know about this excellent release earlier?

GRAPHICS

The combination of cobwebbed dungeons and huge steel constructions clashing against each other is excellent. The creatures of *Captive* are also very

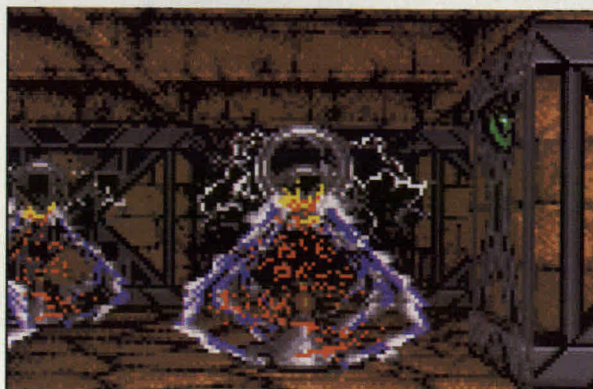
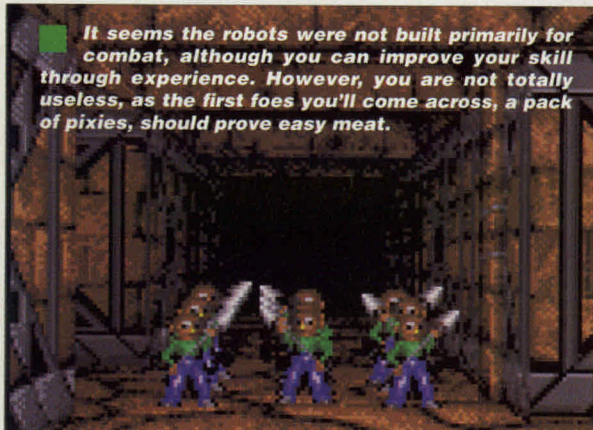
82%

You begin the game in the 'Swan', your space craft. Your first mission takes place on the flashing planet (!?!), and once in orbit, you can dispatch your landing craft and ready yourself for battle.



(Below) Although most of the action takes place inside the underground complexes, it doesn't mean that outside is a safe place to stay - far from it in fact, and the dense bushland is inhabited by huge dinosaurs looking for their next meal.

It seems the robots were not built primarily for combat, although you can improve your skill through experience. However, you are not totally useless, as the first foes you'll come across, a pack of pixies, should prove easy meat.

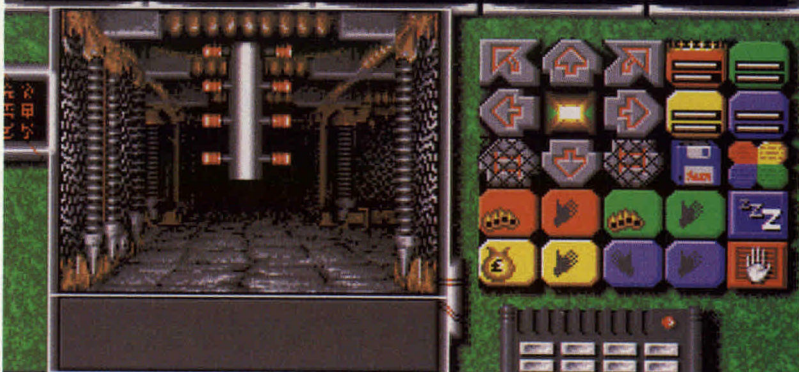


(Left) The main objective of each installation is to destroy the generators which are usually situated deep at the heart of the complex. All that is required is a few pounds of dynamite and boom, no more generators, no more nothing.

Behind these ornate doors are hidden great treasures beyond belief - well, a bag of money any way. Other items such as knuckle-dusters can also be found, thus increasing your droids' damage ability.



It seems there is no way out of this sticky situation, and those tracked terrors are trundling quickly towards you. Hang on, is that a ladder I see, or am I hallucinating? Nope, I can definitely escape by climbing the metallic rungs.



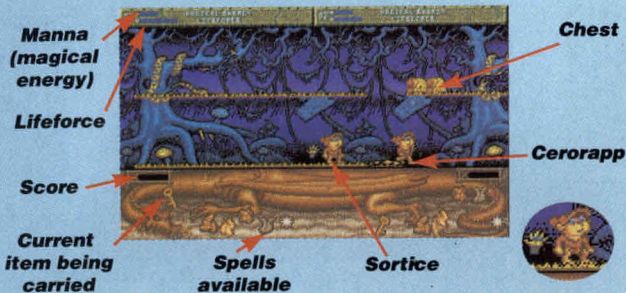
OVERALL RATING

68%



Some platforms cannot be passed through, as huge energy fields block your way. The only way to make these fields crumble is by collecting the crystal that matches the field. The result is the destruction of the wall and the way unblocked.

NOW THAT'S WHAT I CALL MAGIC!



A great stone pillar stands tall in front of you, and it seems brute force is the only way to shift the large rock. However, if you use your brain and try out the bomb you may find the result fairly pleasing.



Your lifeforce and manna is constantly depleted by hostile monsters. You can replenish either of these by locating and unlocking a chest. Other goodies that you can find include scrolls and even a jetpac - lovely!



Sortice and Cerorapp cannot leap up to the next platform, so the only way access can be gained is by standing on the lift and raising it to the desired level. Although this may prove helpful, it is possible to become stranded, so beware.



PSYCLAPSE £19.99

SPELLBOUND

Things were going fine. Having studied at the school of magic for many years, you had finally progressed to such a level that it was now possible to advance to the next grade of sorcery. There is one problem though. Each time a student progresses, the tutor must perform the required ceremonies. This is where the tables are turned, as your teacher has been kidnapped. It is up to you to use all your knowledge and skill to recover him and finally graduate.

Spellbound is set of eight levels of platform mayhem, each stage being set in a different land and progressively getting harder until you reach your goal. As the game opens up, you'll realise that it is possible to collect a number of objects that are concealed inside the chests scattered across the various walkways. Before the item within can be picked up, the trunk must be unlocked with the correct key.

Other objects include bombs (used for dismantling huge stone pillars that bar the way), crystals (destroy any energy field), potions and scrolls (increase lifeforce and manna respectively) and last of all, the jetpac (which isn't that helpful at all!).

You begin your quest with the ability of stone casting, allowing you to lob small pebbles at your foes. It is possible to upgrade to something more destructive, such as a Firewall or Starburst, or alternatively cast levitation as long as you possess enough manna - if not the spell could backfire and the consequences will probably be nasty!

GRAPHICS

Although the backdrops are well drawn, the colour seemed too bland to be appealing. Your character is small and poorly animated, spoiling the overall

65%

WHITEY

Although very colourful and graphically impressive, Spellbound did not impress me. There isn't much game play, and what there is is hardly brain taxing. Psygnosis seem to be producing games like a yo-yo - some are excellent, others are dire. What with The Killing Game Show, I would have thought that they could have produced something better. My advice would be to steer clear of Spellbound and spend your money on something else - The Killing Game Show, perhaps?

ALEX

I must confess to disliking Spellbound, as I found the game unplayable. The gameplay consists of running around a complex of platforms in the hope of reaching the other side - an idea that very soon becomes repetitive. Although the graphics are fairly impressive, and the sound pleasing and the two-player mode fun, they do not save a mediocre game. On the whole, a game that's best avoided and your money spent elsewhere.

SOUND

Poor in-game sound effects leave you reaching for the volume control. However, I did find the neat introduction tune pleasing to listen to.

62%

DARE YOU TAKE YOURS ?

**VIRUS ... ATTACK ... HUMAN ... ALIEN ... INVASION ... POISON ... MUTANT ...
CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**



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CONQUERING POWERMONGER



When you begin, you'll have a small band of warriors under your command that congregate at a small village made up from a single house. You can increase the size of your army as you conquer various territories, and therefore improve the size of your home base.



DOUG

Populous was a huge success when it came out, mainly due to the fact that it was both original and highly playable; it was also very well presented. PowerMonger is as amazing as its predecessor, with graphics and sound that are even better. The gameplay is pretty scary when you first play it, and it feels as if you will never be able to remember all the controls. But with a little practice you soon get the hang of it, and the game proves to be just as addictive as Populous. There's no doubt that PowerMonger will do very well and bring many hours of enjoyment to whoever purchases it.



As Lord Almighty, you had to change the land in order to allow the people to prosper. At the same time, another enemy God would be

ELECTRONIC ARTS £29.99

POWERMONGER

Populous broke all barriers of computer game technology and scooped up handfuls of awards for design and sheer ingenuity at various ceremonies throughout the year.

trying to build up his empire until the last battle is over and the final climax reached – total elimination of your opponent's forces.

It was when your kingdom of Miremer was destroyed by a seismic upheaval that you had to start looking for a new land to civilise. Only after years of wandering the sea did you find a place worthy of your rule.

There was one small problem, though – this foreign country was already populated. Not by powerful leaders, but by petty warlords who roamed around the countryside in large bands of

warriors, pillaging and conquering the land. You could, if you wanted to, join one of the armies and fight for their leader, but you were a king yourself not so long ago, and your must vow to destroy the unworthy rulers, or die in the process.

When playing PowerMonger in Conquest mode, there are 195 different territories to overcome. At first, a small island will be the only area that you can challenge, but as your army improves you can progress to something a little larger and something more prosperous.

PowerMonger also includes areas of water that separate your base from your opponents'. The men under you don't hesitate to pile into small boats and row off to the distant shores, ready to do battle!



(Right) Battle cries galore can be heard when your men attack, but only time will reveal the result of the battle. If your army is strong and you are clever, you'll undoubtedly become victorious and your opponent's land will become yours. However, if your forces are small, the enemy could overpower you and you'll be defeated.



Food is a vital part of PowerMonger, as your army will gradually obviously fade out if they are not fed. Sheep and cattle can be farmed, or you can grow crops as an alternative.



AMIGA ACTION

OVERALL RATING
82%



The order to attack is given and your blood-lusting warriors charge forth. With you leading them, victory should only be a sword-thrust away, and soon the next battle will commence.



(Left) As the seasons pass, the weather will change. Birds chirp happily in the spring time, sheet rain falls in the Autumn and snow will appear in the winter months, making life harder for your pixelised buddies.



There are a number of key elements that you must concentrate on if you are to survive. For instance, you'll need to conquer settlements, acquire food, reinforce your army with extra men, invent new and deadly weapons and even trade different items. It is more than likely that the enemy is as powerful and clever as you, and most are equally as aggressive. In order to defeat them, you must conquer at least 2/3 of the land you are currently playing in.

The conquest balance will inform you of the island status, and when you think you have control of the island, you must end the game. The computer will then tell you that you have won, or alternatively that you have been defeated. After one territory has been taken by your good self, another adjacent land can be invaded. You cannot take your spoils with you on your next trips, so your army will be reduced to its original warriors and the game will, in effect, start again.

GRAPHICS

PowerMonger's graphics feature vast three-dimensional lands based loosely around the idea of fractal scenery. The icons are very neatly laid out.

83%

SOUND

Sheep kick up a fuss when under attack, the clash their swords together in battle and even your commander okays each order given!

80%

ALEX

PowerMonger is the sequel to Electronic Arts/Bullfrog's award-winning Populous, so I was expecting something awe-inspiring. Thankfully, that is exactly what PowerMonger is - stunning! At first, the game may seem a little daunting due to its size and initial complexity, but that soon passes when you learn how to use the various icons. The graphics are superb, and the sound is also first-class. Populous deserved to win the awards it did, and now I think it's time for its successor to take its place. PowerMonger is definitely state-of-the-art software and should not be missed.

JASON

PowerMonger is essentially a very detailed wargame. Not only do you have to control your forces and captains but you are also presented with the problems of supplies and the civilian population. At first PowerMonger is a little daunting - keeping track of what is happening is more than a full time job. However, you soon get the hang of things and are able to control your forces and get them to do what you require with ease. PowerMonger is an addictive game that will prove a worthy successor to Populous. I recommend it highly to fans of Populous and promise you that you will not be disappointed at all.

VULTURE PUBLISHING £19.99

PROSOCCER 2190

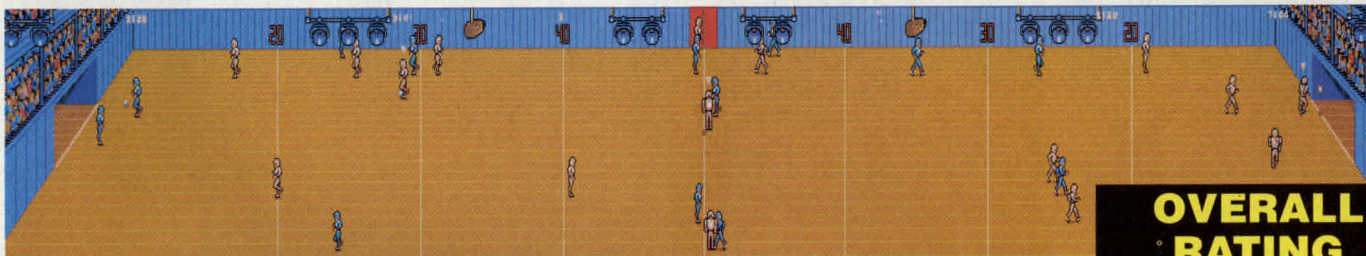
Yet another futuristic football game set to break new barriers in computer entertainment has arrived, courtesy of Vulture Publishing. With 22 players on the enclosed pitch at one time the action is fast and furious. The specially-constructed ball is designed to travel around the arena at high speed, and is also tough in order to withstand the tremendous blows it may receive. The pitch is similar to that of an American football field,

being divided up into 10 10-yard zones. Goals replace the touchdown line, although four quarters of 15 minutes still remain.

The Prosoccer league consists of 16 authorised teams, and each begins with a starting quota of 32 players to last the season. Depending on your nationality (either European or American), you'll be placed in one of two leagues, each with eight divisions. Trading between

ALEX

After playing the likes of Speedball II, I was horrified to see how a game such as Prosoccer 2190 could be released. The graphics and sound are poor, with the quality being comparable to that of an 8-bit counterpart. Make sure you don't include this on your Christmas list as anyone putting this in your stocking must have a warped sense of humour.



FIXTURES				
For Week 2				
NEW YORK	8	✓	RIO	20
BRAZILIA	10	✓	HOUSTON	10
CHICAGO		✓	WASHINGTON	
SAN FRANCISCO		✓	LOS ANGELES	
LONDON		✓	MUNICH	
ROME		✓	PARIS	
STOCKHOLM		✓	AMSTERDAM	
ATHENS		✓	MADRID	
Next Up				
				
CHICAGO		WASHINGTON		
Game On				

After each game, the results of the league are then shown on the roster, detailing the various outcomes. It also informs you of your current position in the league.

Top Ten Best Defence		
Name	Team	Tackles
YOUNG	LOS ANGELES	41
GRABOWSKI	LOS ANGELES	41
BRYANT	LOS ANGELES	40
BUTTLE	LOS ANGELES	40
HIPPLE	LOS ANGELES	40
BASSEY	LOS ANGELES	40
WRIGHT	LOS ANGELES	39
KOPFER	LOS ANGELES	38
KAPLAN	WASHINGTON	38
BALL	WASHINGTON	38

Prosoccer 2190 has hundreds of different players for each division, and the league top scorers and most successful players are shown in the top 10, along with the team they play for.

DOUG

Have they not seen the mega Speedball II? They couldn't have, or this game wouldn't have been released. The gameplay, is appalling and the graphics and sound are just as bad. The way the pitch is viewed is not very good. There are so many of these poor clones on the market, and I feel sorry for the people who buy them by accident, wasting 20-25 pounds. For the sake of a fiver, buy Speedball II, and avoid this at all costs.

players and teams can take place after each 22 match season. You compete against teams in your league twice, but those that are not only once.

The joystick controls the player nearest the ball (indicated by an arrow), and holding down the button will determine the power of your shot. If, at the same time, you hold left, right or down, the ball

will swerve in that direction or fly into the air. You are allowed to take five time-outs during each game, and when this option is selected, you can change the position of players or make a substitution, using one of your five subs.

Prosoccer 2190 will also allow you to compete against a friend in a league or single game – it's up to you.

GRAPHICS

The teams used in Prosoccer are both simplistic and badly animated. The pitch is bland, making the graphical appeal of the game very low.

54%

SOUND

Limited to various poor effects such as the klaxon signalling the beginning of a match and the occasional grunt. Still, that's what soccer's about!

41%

OVERALL RATING

36%



(Above) The Dark Avengers have managed to run the ball down the wing before crossing it to the centre forward. Using your skill, you should find that you can boot the ball so that it sails into the back of the net.

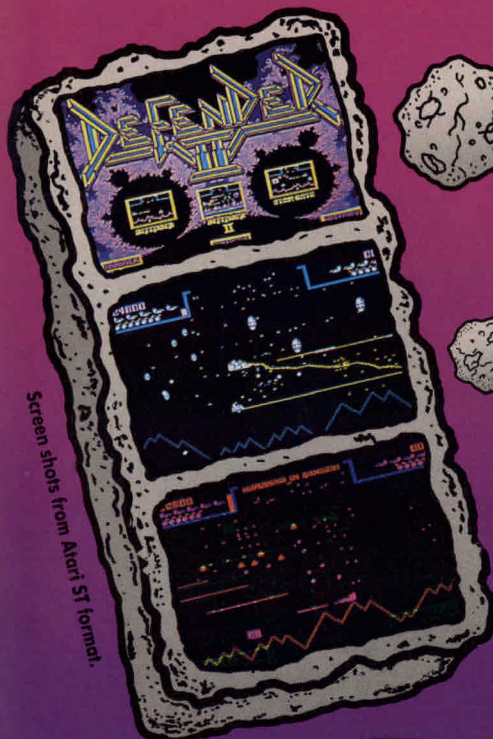


When the game begins, your team will march into the arena and take up their positions. The ball is launched into the air and the mid-field struggles are fought by the forward from each team.

DEFENDER II

Fly to Live – Live to Fly

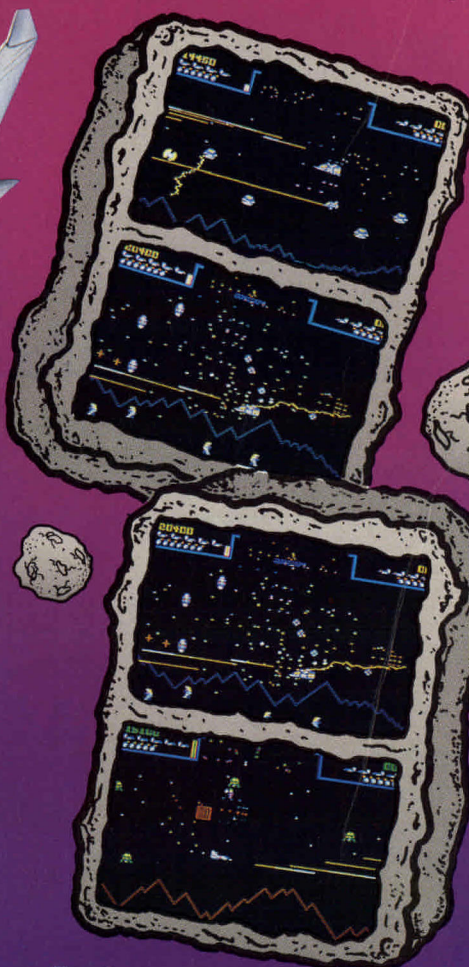
They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....



Screen shots from Atari ST format.



... DEFENDER
IS BACK
AND IT'S
BETTER
THAN
EVER.



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- Learning Mode, graduate from L-Plates on your craft
- Devastating playability



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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

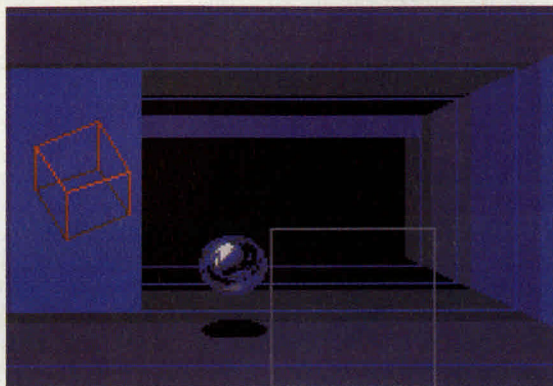


GIVING THE GAME AWAY

MEAN STREETS

If you're not exactly the budding detective, you might be having a few problems. So just to make life easier we've come up with all the location codes for the people you will need to speak to, and places you will have to visit during the game. If you want you can use the codes to get right to the end of the game, but if you do you'll miss out on a lot, so I'd advise trying to play the game properly as you go.

Carl Linsky	4660
San Francisco	4663
David Pope	6211
Sonny Fletcher	5170
Delores Lightbody	4920
John Klaus	4650
Bazil Mallory	2713
Melba Wiedbush	4122
Stanford Demille	3199
J. Saint Gideon	3891
Frank Schimming	4650
Tom Griffith	4590
Arnold Dweeb	4610
Carl's Warehouse	4675
Cal Davis (dead)	3720
Aaron Sternwood	0439
Smiley Monroe	3614
Big Jim Slase	5612
Lola Lovetoy	4603
Bus Locker (rook)	5194
Alcatraz	4550
Ron Morgan	1998
Ron's Beach House	6470
Jorge Valdez	4931
Brenda Perry	4577
Greg Call	4753
Bosworth Clark	9932
Della Lang	2111
Sam Jones	0021
Wanda Peck	4621
Law and Order Offices	5037



PUZZNIC

You have to be pretty quick off the mark to get anywhere in this superb puzzle game, but if you can sit back and work out the puzzles at your own leisure the game will cause you no problems at all.

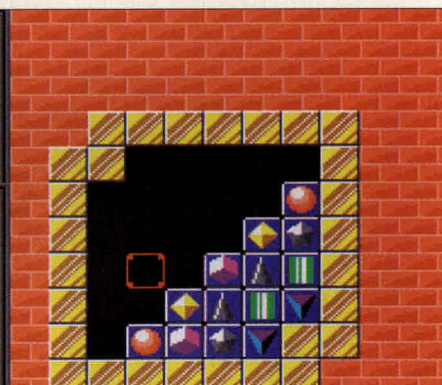
When playing the game, press the space bar to bring up the Retry screen, but don't release the space bar and all the time that is held down the game will be paused, and you can work out what to do without having to rush.



LIGHT CORRIDOR

God! So simple, yet so hard. Light Corridor almost sent me round the bend, but with a little bit of patience I gradually managed to make my way to the 20th level. However, I just can't seem to get any further than that. If you can, do drop me a line. Here are the codes:

1. 0000	2. 5400	3. 0101
4. 3901	5. 2602	6. 9902
7. 4303	8. 9003	9. 6904
10. 3305	11. 9305	12. 3406
13. 0407	14. 6407	15. 2008
16. 7408	17. 4709	18. 3810
19. 0511	20. 6811	



DEFENDER II

Now this is one hard game! There's tons of action in this mega shoot'em-up, but you have to have quick reflexes if you're going to survive very long. Anyway, here are the codes for the first 61 levels, and a few cheat modes to make life that little easier.

1. START	5. FLOYD	9. FURRY	13. BEAST	17. LEMAC
21. ZIPPO	25. LAZER	29. DAFAD	33. MAMOG37. FUNKY	
41. DONKY	49. KANJI	53. IRATA	57. NEURO	61. STOAT

CHEAT MODES

GOATY: Makes you invincible

RAVEN: Activates the following extra keyboard commands during play:

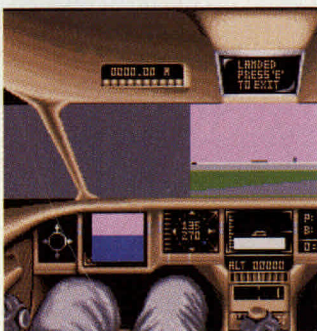
I: Toggle invincibility on/off.

N: Go to next level straight-away.

D: Fly the first 23 levels in autopilot.

INCAS: Replaces inviso with smart laser in Stargate.

ANDES: Power is restored every time the ship's laser is fired.



SPELL BOUND

Although Spell Bound is not quite as good as most of the games Psygnosis have been releasing lately, it most certainly poses quite a challenge. So if you're stuck on one of the first few levels and just can't get any further here are a few codes to help you on your way.

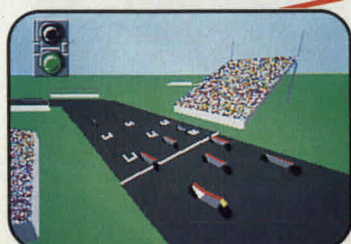
2. HEYY	6. MYPI
3. OUDI	7. NTAW
4. DYOU	8. OMAN
5. CALL	



TEAM SUZUKI



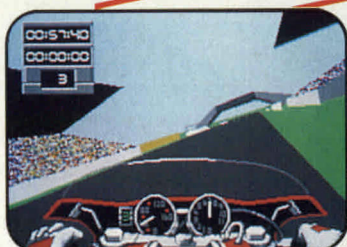
Screen shots from Atari ST version.



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GTGA: F19 STEALTH FIGHTER PART 2

CLASSIFIED

Flight Plan

CLASSIFIED

TAKEOFF: You will depart from USS AMERICA, ONC UD70

WAYPOINTS: Your onboard INS system has been preset to the takeoff, primary and secondary targets, and landing positions. You may adjust the waypoints after boarding the plane.

RETURN: You are scheduled to land at SIGONELLA, ONC UD15

FUEL ESTIMATE: 8,032 Lbs.

RULES OF ENGAGEMENT

A full state of war exists. Any and all targets within enemy territory may be attacked. After achieving your objectives, you may attack any target of military value.

Targets that most help the war effort are enemy combat forces, including aircraft and missile sites.

MISCELLANEOUS TIPS

For those of you looking for something out of the ordinary, the next few paragraphs should satisfy your curiosity. These tips are in no particular order, except that I'll work through the four scenarios one by one.

In Libya, look for a Strike mission around Port Brega/ Ras Lahuf on a high risk mission. You'll usually find huge numbers of SAMs, fuel dumps, ships and other targets all nicely lined up along the coastline. Just pick one end and work your way along the coast, inflicting as much damage as possible along the way.

For the Persian Gulf, there are a few missions that are interesting. One that comes up occasionally will be to destroy the bridge at Furg and the oil well to the west of Dubai. This mission is entirely situated in the south east corner of the map and is overflowing with targets. However, I defy anyone to fly this mission without damage on the maximum risk factor, as the SAM radar at Bandar Abbas fires SAMs like they're going out of

fashion. At one time, with my F-19 flying flat out to destroy this radar as quickly as possible, it was loosing off SAMs every 4-5 seconds! Try outlying that...

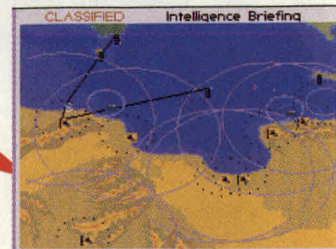
The Persian Gulf is also the most popular place for 'Land at airstrip' or 'Drop supplies over airstrip' missions. These are quite difficult as there is a time limit due to the beacon only being on for a certain time, so you can't hang about getting there. When you do

I know this is what you have all been waiting for, and here it is. Yes, the second part of Martin Moth's comprehensive guide to succeeding the excellent F-19 Stealth Fighter from the software giants, Microprose. Sit back and read this players' guide before booting up your game and giving those MiGs hell!

arrive at the airstrip, you'll find a runway of almost postage stamp proportions to land on. Once landed, you'll have to taxi to the end and turn round, so as to get the maximum take-off run.

Flying in the North Cape tends to consist mainly of long distance missions that need an extra fuel pod. Conserve fuel by flying slow, even over land that is safe from radar. It is important to let your main fuel tanks get quite low before transferring fuel from the extra tank, otherwise extraneous fuel will be vented out through the system and lost. Also, make sure that your bomb bay doors are closed when transferring the fuel, or you will simply drop the fuel pod as though it were a bomb.

When flying past the shipyards of Murmansk, look out for a few Typhoon class submarines, they'll succumb to guns and add to your score. Use



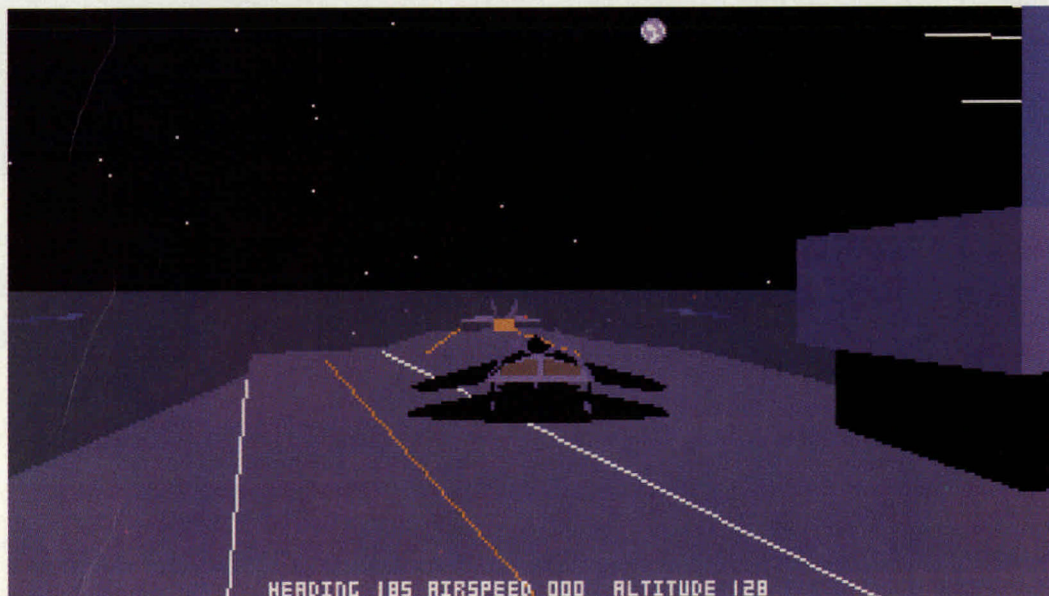
your 'N' key to pick up extra targets and you could literally expend most of your firepower in the Murmansk area alone.

The Il-76 Airborne Early Warning aircraft are common in such a sparse and rugged landscape, filling in the gaps that the land radars cannot cover. These are best taken out with AMRAAMs, released at maximum distance. On higher levels, these are troublesome aircraft and will vector numerous fighters into your vicinity if you do not destroy them before they start to track you.

Finally, Central Europe holds the greatest rewards but, similarly, the greatest threat to your safety. You will come across many hand-launched missiles, usually SA-14s. However, by keeping low at around 70-100 feet, you will find they will lose track and explode harmlessly in the ground around you. The main problem is the array of powerful radars covering most of Germany. As with most missions in F-19 it is better to pre-empt and strike at the radars before they have a chance to do their work properly and make your life very difficult indeed.

There is an abundance of targets of opportunity in Central Europe. These are picked up by the local target key, 'N'. You will come across tank platoons, mobile SAMs, depots and fuel dumps. Take these out with guns, the best way being to climb to 250' and commence a shallow dive, keeping an eye on the altimeter. Don't allow the greed for more points distract you into crashing into the ground!

For those of you with your eye on the ultimate goal, the Congressional Medal of Honour, I'll pass these tips on. They represent my method of attack if I am actively looking to get the CMOH. There are plenty of other ways, but this is by far the easiest. However, don't rush into it. It took me hundreds of hours before I could confidently fly a mission that would





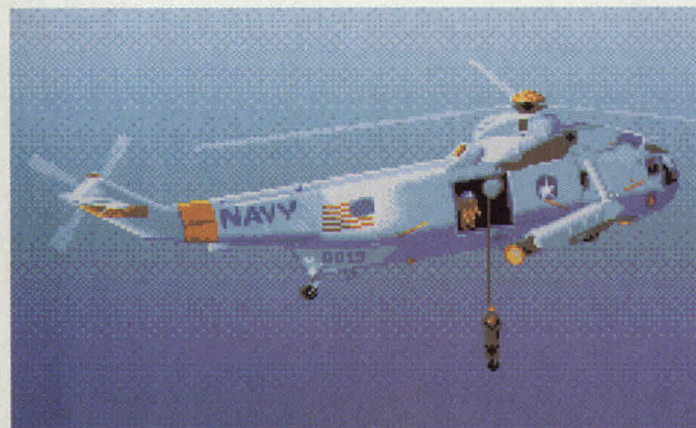
get me the CMOH.

First off, you must fly in Central Europe with the risk factor set at 10 (maximum). Next, choose a strike mission and try and get one that will include a bridge, as these score slightly higher than other targets. Take 4 Sidewinders for air threats, and load up with whatever weapons will take out the ground targets and with which you feel happiest. If you are a deadshot with slicks or Rookeyes, then take those, otherwise, take Mavericks.

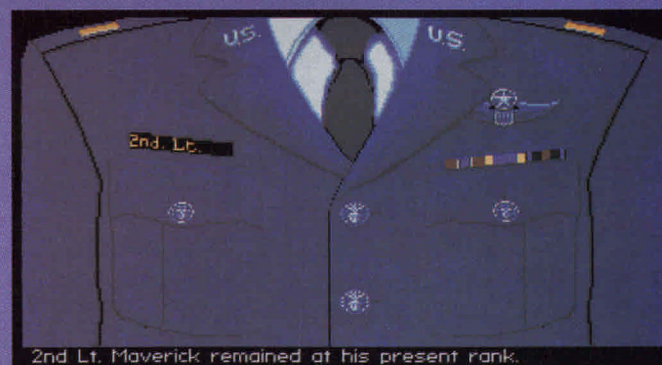
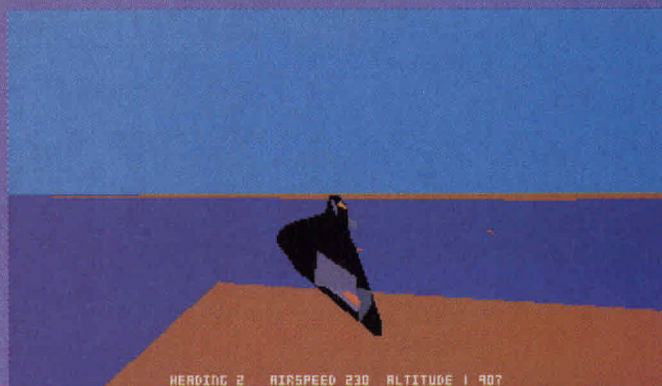
Plan your route carefully to avoid radar sites. If there is no short route around the radar sites, then head straight for them, especially if Pulse radars, and take them out as early as possible. Avoid contact with the enemy if at

all possible until you have at least destroyed your Secondary target and are sure of getting your Primary. Then use the 'N' key to take out plenty of depots and tanks with your guns. Make sure you save enough weaponry for your Primary target. Once you have completed your mission use up the rest of your ammo and missiles on military targets and then get home as fast as possible, avoiding any further confrontation. Finally, land safely.

What you will eventually end up with is a mission score of over 1200 points. Achieve that and you will be awarded the CMOH and, believe me, you will have certainly earned it. Chocks away and happy flying.



TOP GUN TIPS



GTGA: CADAVER

The Bitmap's new arcade adventure is quite a toughy, and even the first level has a lot of cryptic puzzles that need to be worked. So just to give you an idea of what sort of things to expect in the later levels, here's a solution to the first. However, feel free to experiment, because there are a few hidden bonuses that can be found here and there.



The caves lie beneath the castle and contain several distinct areas: the mines, the mortuary, the gaol, the crypts, the chapel and the King's tomb. A secret opening onto the marsh has allowed Karadoc to gain access unobserved. Karadoc starts in the old mine workings and is seeking the route up to the next level of the castle...

In the first room, collect the pickaxe, coin and diary, then go north. Pull the lever (this unlocks the north door) and leave through the north door.



Collect the sack of stones that is on the floor (weapon) and go west. Kill the spiny creature and then collect the charm; head south. Collect the runic stone that is on the ground, kill the spider that drops from the ceiling and exit north twice. There are several sacks in this room, and if you move them you will discover a gem; collect the gem, kill the worm and exit south.

Go east twice and then south to get to the main chamber, and once there collect the rope on top of the barrel (the barrel is filled with a stamina restoring potion) and head east twice. Collect the key in this room and then make your way back to the room you started from. Head east from here this time into the next room and pull the lever that is in there. Make your way back to the main chamber and go through the now unlocked southern door. The passage you are now in is blocked by a large wall, but don't worry, just simply keep on throwing the pickaxe at the wall until it is completely destroyed, and then exit by the south door.

Search the skeleton in the corridor, and then take the clue book that appears. Go east; you are now at map point A. This corridor has four buttons on the northern wall. These unlock the door to the dragon

room if pressed in the right order (1432, the left hand button equals one), although you won't be going there right away. Once you've pressed the buttons go north, and then west to where the well is, take the key that is hidden under the bones, and leave again. Go west into the stores, open the chest and take all the contents (coin, chicken and bread). Go east, and then north into the gaol.

Collect the coin on the table, use the key on the keyhole in the west wall and go north into cell one. Exit south straightaway and kill the monster that has appeared, then go into the next cell. There is a man present in this cell and giving him any food will provide you with some handy clues; exit south afterwards. Go east into cell three and exit west. Head east into cell four, collect the key, exit west. Now return to map point A, and head east from there. Collect the green gem and hit the button on the wall



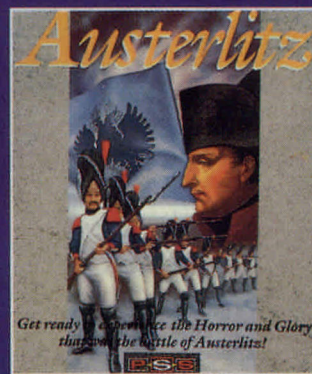
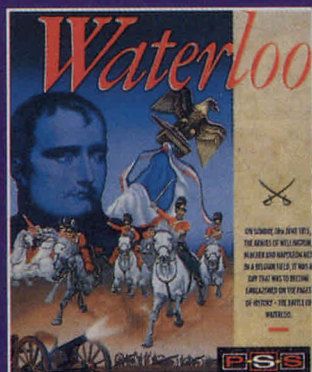
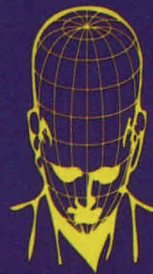
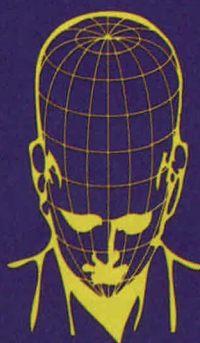
to lift the cover in the Cadaver store. Read the book to find out what you're meant to do with the gems and the pit, then go north into the Cadaver store.

Drop the rope down the hole in the centre of the room and then fall down the pit. Walk over to the rat and open it to reveal a key for the east door, collect the other key that is on the floor, open the chest and collect the urn that was inside. Go east twice into a small room. Collect all the gems (you should now have six) and go back to the main pit room that you entered through the hole. Throw each of the six gems into the water and you should then be teleported to map point B (this is a bit confusing as when you leave via door E you will be moved to map point F).

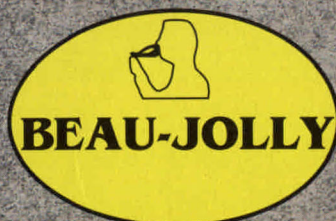


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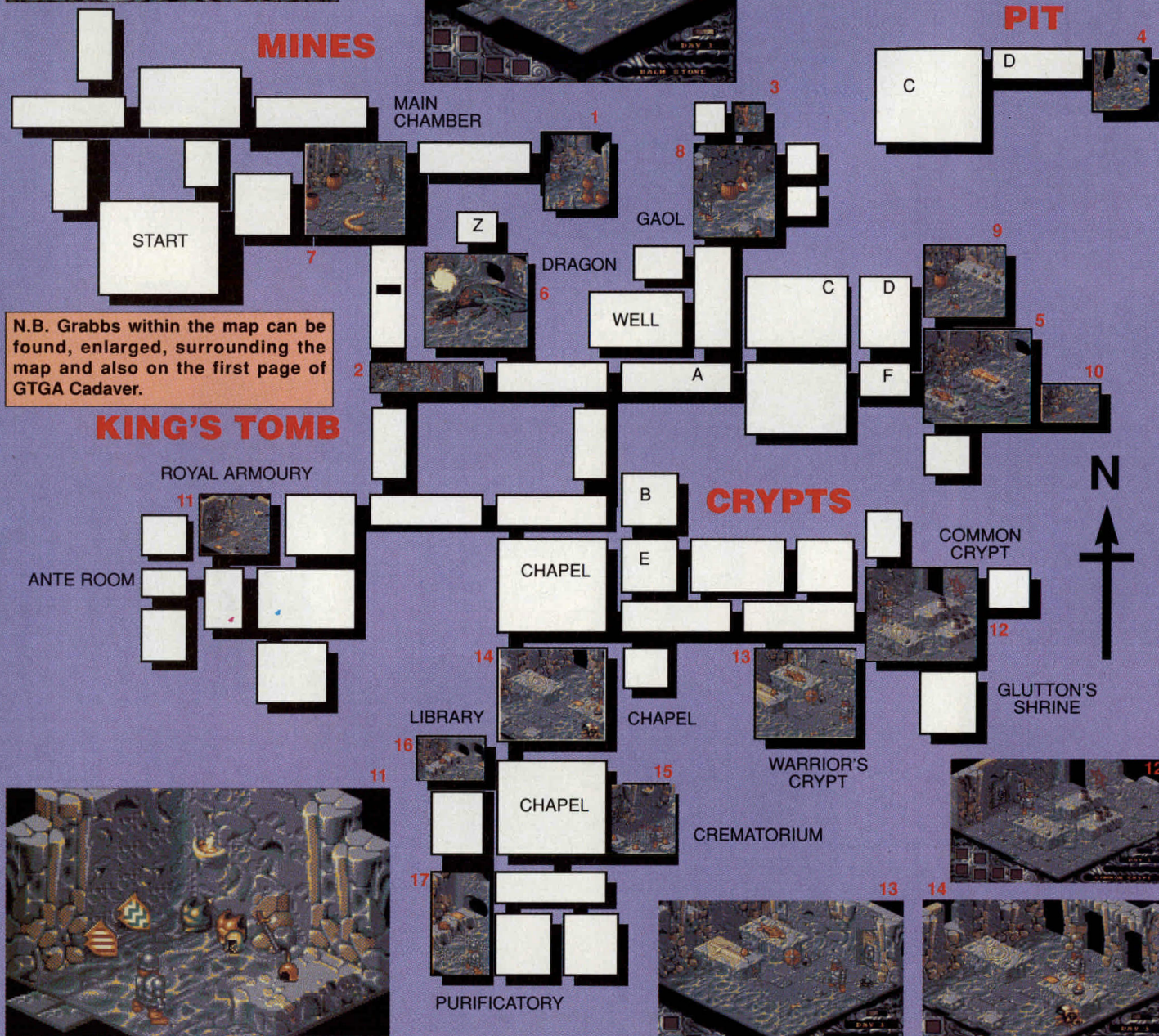
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CADAVER LEVEL 1



MINES

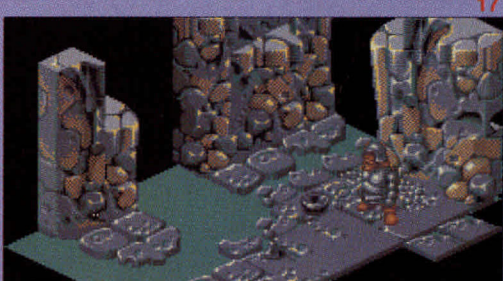
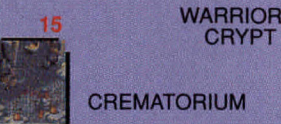
PIT



N.B. Grabbs within the map can be found, enlarged, surrounding the map and also on the first page of GTGA Cadaver.

KING'S TOMB

CRYPTS





From here go east into the embalming room. Search the skeleton to find a hidden key (touching the other corpse will disturb a monster). After getting the key go north into the balm store. There are several potions in this room on a ledge; cure poison (unknown), shot shield, stamina (red cross), poison (acid). Drink or collect the ones you want. The key on the floor is for the keyhole in the west wall which reveals three spiders and is not necessary.

Go back into the embalming room and then head east into the purificatory. Take the learn potion spell and the giant jump potion (frogskin), then go west and south to the offal store, although this contains nothing of value. Return to the corridor with the row of buttons (w,w,w,w). From here exit south, but be ready with the bag of stones so that you can kill the hopping brain. Insert the key (skeleton) into the keyhole and continue south.

Go west twice to the mourning room and kill the hopping brain that is on the table (not too hard considering it's asleep), then take both the holy water flasks and the charm before going south. There is another brain to kill in this room, however this one is awake, but if you're quick enough you should be OK. Collect the key that is left after you've destroyed the brain, then go west and north to the Royal armoury.

Pick up the bronze armour, the sword, the red striped shield and the bronze helmet. Now exit south and west into the ante room. Press the button on the wall (without the armour that you collected this will not work) and you will be transported to the king's

secret treasury. Take the crown, the coins and the charm and then pull the lever to go back to the ante room.

Head south and open the chest with the key you got from the brain and take the contents (meat and coin). Return to the mourning room and exit east into the passage, then east again and south. You should now be in the first room of the chapel. Two bugs are wandering around, but they can be easily avoided. Put out the flames in the bowls by jumping on them (this unlocks the east door), then go east three times to the common crypt. Collect the key on the altar (revealed when the urn smashes), push the four stones off the other altar to reveal a cure potion (take it), and finally push the two urns off the altar to reveal a dispel trap spell and a canister of experience (open the canister, and take the

spell). Exit east into the shrine.

Collect the money and the bag of stones then return to the common crypt. Go south into the glutton's shrine and throw the joint of meat onto the shrine to be rewarded with a super fast potion. Take it and go back to the common crypt and head through the west door then north into the lesser crypt. Under the pile of stones there is a runic stone (spell); take this then south and north to the priest's crypt. While standing on the altar search the large urn to reveal a charm and a worm. Take the charm and go south twice to the warrior's crypt. Drop the gold funerary coin onto the tomb of Kazah, and then collect the potion (fire shield: save this for the dragon). Go north, west and south.

Collect the key and go north twice to get to the lord's crypt. Go north again (you will have seen these two rooms when you were teleported from the pit), and cast dispell trap on the chest. Open the chest and collect the charm and urn. Return to the first room of the chapel and go south. Avoid the bug and drop the urn of Lord Carolus onto the altar of Lord Carolus and collect the spell that appears (massacre: unknown and unusable till known. Save this for the dragon). Exit south to the inner sanctum, and west into the crematorium. Place



the urn of Ragnar the chief alchemist onto the appropriate slab, collect the flask of blood and return to the inner sanctum.

Drop the blood on the high altar, collect the key and the spell (read magic), use the key in the keyhole in the west wall, then go west. Cast dispell trap on the chest, then open it and take the runic stone (read language). Head north into the library, collect the spell (map) and return to the inner sanctum. Drop the unknown spell that you found earlier and cast read magic upon it; this will allow you to use it to kill the dragon. Now go south and west into the purificatory.

Drop a flask of holy water into the bowl and then drink it; this will teleport you into a hidden treasure chamber. Pull the lever and collect the reward, pull the lever again to be teleported back to the room adjacent to the purificatory. Repeat this as many times as you have flasks of holy water.

Having got the massacre spell, the fire protection and the king's crown you are now fully equipped to face the dragon. Go back to the passage with the four buttons and go west into the dragon room. Drink the fire shield potion to protect you from the fireballs, hold the massacre spell and press fire to cast it ridding you of the troublesome monster. Press the button on the wall, exit north, pull the lever, and hey presto you'll be on level two.



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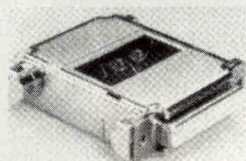
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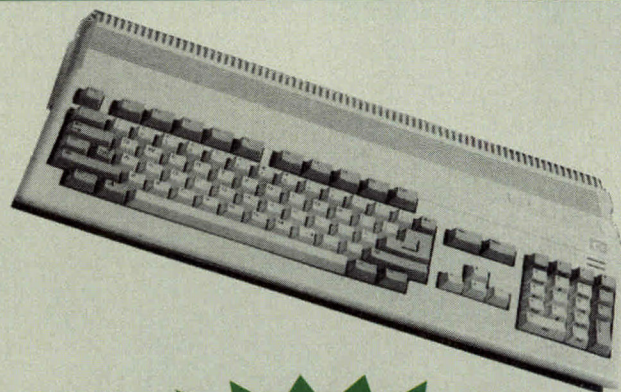
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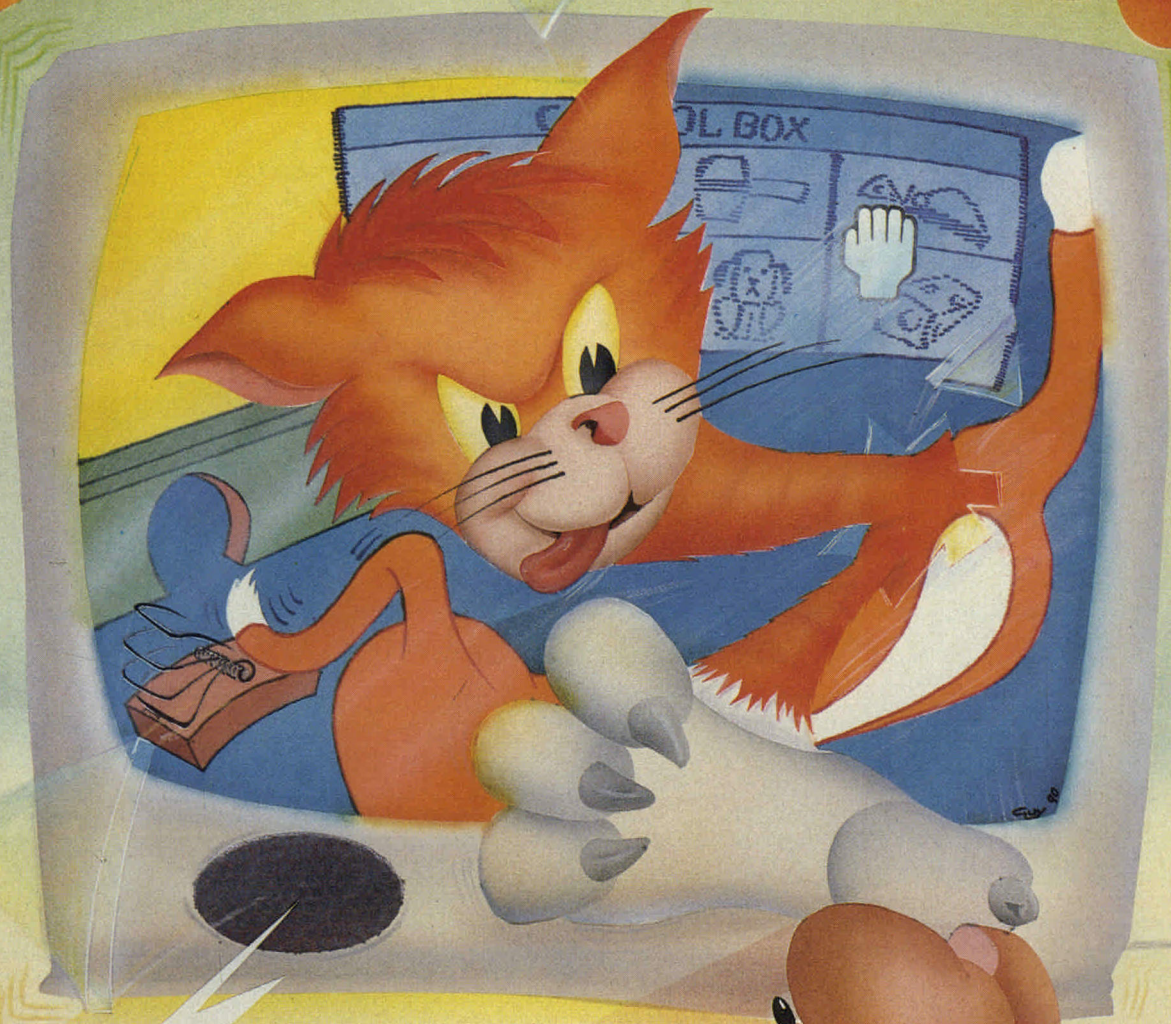
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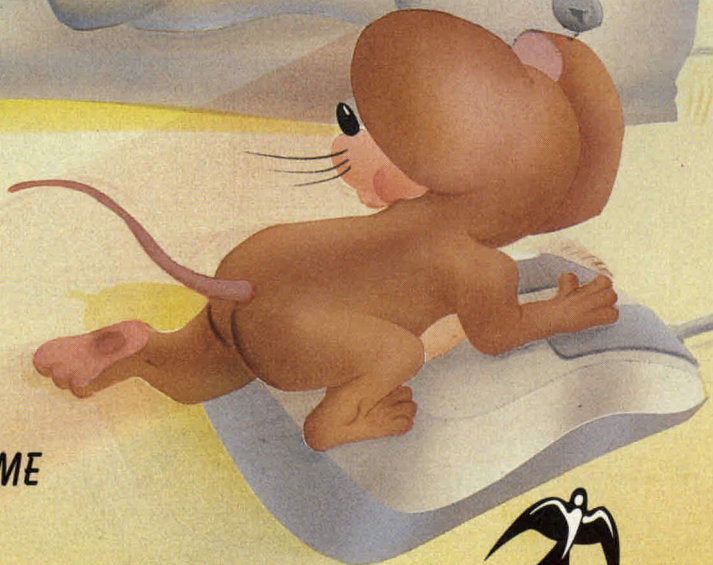
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GTGA: FINAL BATTLE

Thanks go to Karl Buckingham and Richard Hewison for this solution. I must admit that I found this game quite hard and had quite a few problems with it. The solution is very easy to follow, but do make sure that the other characters that you find do what they're meant to (described within the solution).

THE ESCAPE

Inside the cell operate the bench and then go up to get on it. Open the grill in the wall, and then go up to enter it; you are now inside the air vent. Go N (north), and open the grill that you come to and go in; you will now be in the next cell. This cell isn't locked so you can leave without any problems. Go S (south) twice. Open the drawer and take the Rusty key. Operate the Rusty key to clean it. N twice, and enter. Use the key on the chains to free Jerub, and then go S twice, E, and operate the door.

Attack the humanoid with your hands, and then take his knife. Jerub should operate Crysella's rope to free her. Steroff should operate on Pagan's manacles to free him. Operate the railing with the rope to send Jerub down the well. Take the tinder box, the backpack and the necklace, then go back up, not

forgetting to take the rope. Out and then up.

Attack the humanoids with the knife, then go out, down and W. Turn the wagon over, then head east twice. Inside the Guard House operate the rocks to reveal a trap door. Open it and go down. Light the torch in the dark tunnel and go S.

At the bottom of the stairs throw an object at the spider's web, and get the gold key. Get Crysella to examine the walls to find a niche full of arrows; head N, up, out and S.

Drop the bucket down the well. Ensure that Crysella has the gold key. Operate the niche with the gold key to open it and take the Yellow crystal. Go up twice, W, in, and up. Take the silver ring that's on the table: attack the chest to remove the rust, then open it. Get the bottle of oil and the axe, then go out and down.



COMPLETING YOUR TEAM

Attack the bandits on the forest path with the sword (to rescue Jack the lad). NE twice. Move the water trough outside the wooden shack to reveal a trap door and go down into it. In the cellar, take the Small key from the dead

man and use it to unlock the drawer. Open the drawer and take the antidote inside, then go up, open the door and go in.

Get the Wooden key from off the top of the cupboard and use it to unlock the cupboard. Open it and take the food and the hammer (then use the goto feature on the map to get back to the broken bridge).

Attack tree with axe, SE twice. Give Jack a knife and send him up a tree. Throw the knife at the window to kill the wizard (NB: if you didn't run to rescue Jack in the forest he might well miss or collapse from injuries at this point. For extra insurance, make sure he is wearing the robe from the animal pit where the snake was). Go in.



HEADING INTO THE WILDERNESS

Open the door and go out, head E, and go out the gates that were forced open by the wagon. Now go SW, up and N across the gap (but only if it's day time). Enter the cave and operate the rocks to reveal a skeleton; take the vest. Out, S, down and E. At the foot of the tower go E (you will fall into an

animal pit). Take the sword, and attack the snake with it. Take the cloak, go up and then SE.

Operate the ground in front of the tree and take the White crystal you find. W. Take the Gold ring from the hole by the dead hunter; wear Gold ring. E five times to the broken

bridge. Wait until the bird arrives and then throw an object at it (if it's day time). Take the diamond and attach the diamond to the ring.

From the bridge head W and N. Wait for a wild pig to appear. When he does, attack him with the sword. Run N and NE.



THE WIZARD'S TOWER

Go down and open the door (get the rest of the party in the tree). Go up. Jerub should cast the Detect Spiritual matter spell. Open the chest (someone should be wearing the necklace) and take the claw that's inside. Remove the Grey crystal from the claw. Take the Silver key from the dead wizard, unlock the drawer with it, and get the scroll from inside. (NB: there are two scrolls. Jerub should take one of them and read it. One is a spell the other will kill him).

Out twice, NW twice, W and NW (note the location of the cave as you must return here once you have found the other spell scroll). Go NE and E. Throw a heavy object at the

cliff face, and take the fossil from the ground. From the foot of the cliffs go SW, S, NE, NE and N to the three way junction. Go NE to find the boat; operate it with the hammer to mend it. Get in the boat (one character).

NE, S, out, S and operate the mechanism with the bottle of oil. Operate the mechanism again. N, in, S and out. Wait for the Hermit to appear and wake up. Talk to the Hermit, then give him the fossil. Look in the tree hole, and take the pouch that's inside; get the Green crystal from the pouch. Go in, take the staff from the bed and break it to find the spell scroll. Out, S and N (use the game map system to return to the cave entrance).

BOULDER BUSINESS

Attach the rope to the large boulder and pull on the rope to reveal a hole. Go down into the hole and light a torch with the tinder box. N to arrive at the edge of a pit. Jerub must cross the pit, and he must also have all eight spells available to him. If he's not brave enough to cross then get him to cast the bravery spell until he is. N, N. Cast the Destroy Serpent spell on the serpent, which will reveal the stepping stones. N. Cast Detect Underworld spell (second spell). Look in the column of flame and take the Blue crystal.

Use map system to return to the cave, go out, and then use it again to get back to the wagon in the forest. NE, N, E twice and up the mechanism

chain. Go up again (only when it's night, and don't carry a lit torch either!). Go E, unravel the vest and give it to Crysella. Get Crysella to shoot an arrow at the rope bridge, then head E (across the mended rope bridge).

Go inside the castle and get Jack to go up through the gap at the top of the door. S and pull the lever. In and pull another lever, then out twice. Get the Metal key from the dead humanoid. Use the map system to return the courtyard. N.

Unlock the gates with the Metal key and open them. Get Crysella to shoot three times at the target, and then take the bottle of fruba. SE. Open the trap door and go down.

THE FINAL BATTLERS



With her long fair hair, Crysella is not really the fighting type. But she's a dab hand with a bow, and is a pretty good thief.

A strapping young chap, Pagan is the perfect warrior. He's brave, skillful, and not too bright. If you have any trouble, send him in.



He might be getting on a bit, but for what Jerub lacks in strength, he more than makes up for with his magical spells.

The hero of the party is this fine fellow. Portraying yourself he is pretty good at just about everything. A good all round character.



INTO THE SEWERS

Go S in the mucky sewers (if water is not high due to excess raining). Up, through the toilet. Open the drawer and take the the Iron key. N. Make Jack bend the iron key, then unlock the door with it. Talk to the man and then attack him (i.e. kill him). Get the Black key from his body, then go out. S twice, E, up, N and W. Take the Ivory key from the hook and unlock the door with it. Open the door and go S and W. Open the door and attack the humanoids inside with a weapon. Take the Shiny key from the dead

humanoids. Go in.

Get Crysella to examine the walls. Up. Open the doors, and go N. Attack the humanoids with the sword, and take and wear the glove from the dead bodies. E. Use the glove to dispell the barrier, then continue E. Attack the door twice to break it down, then enter. Look in the bucket and take the magic staff. Move the painting. Unlock the chest with the Black key, and take the magical shield and the magical sword (don't take the Black crystal). Go down (one character at a time).

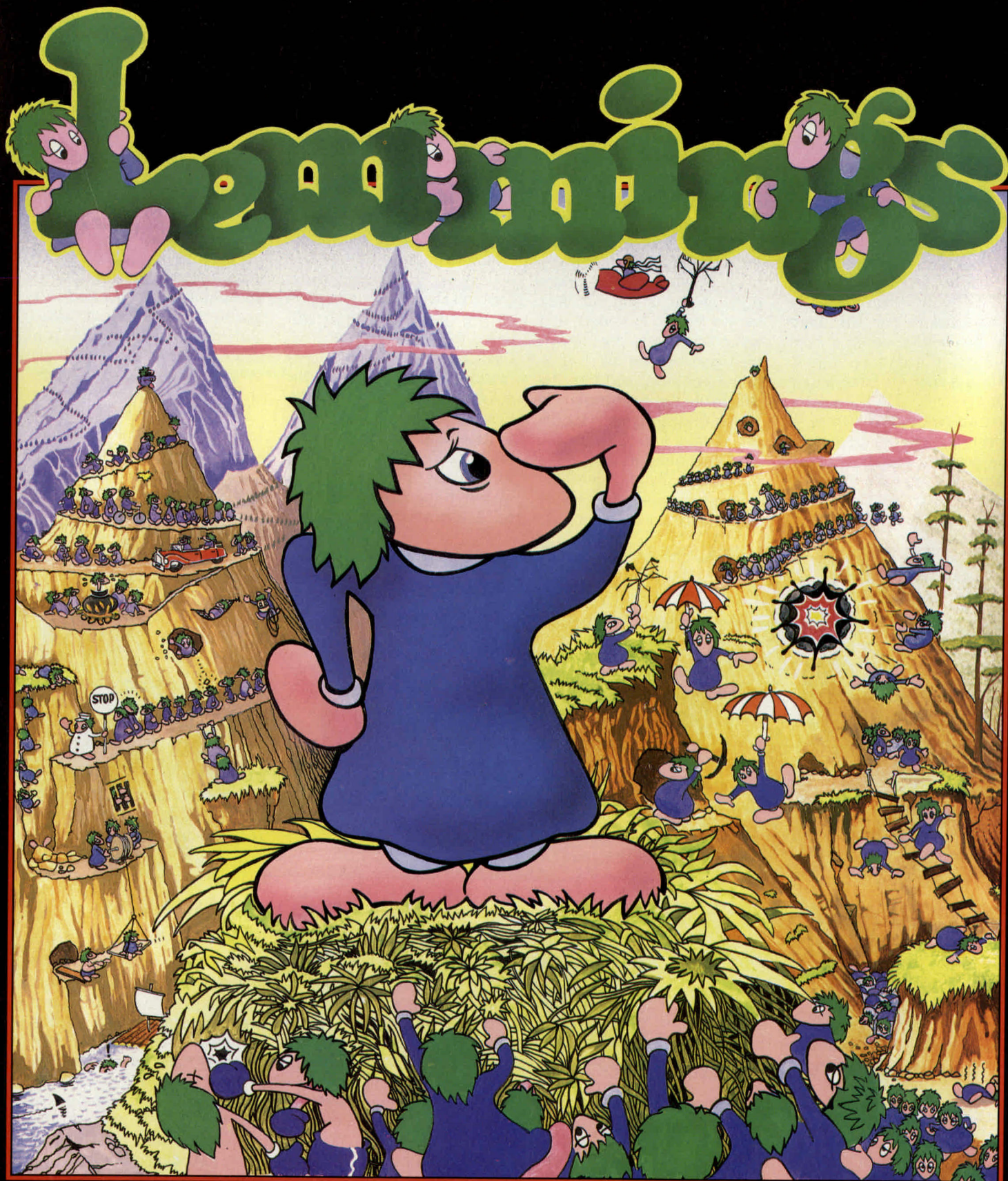
THE FINAL JOURNEY

At the three way junction take the Platinum key from the dead body. Go W, S, W, N, up, N, E and N. Unlock the door with the Platinum key, then open it and go in. Operate the mechanism. Down. Get the food, and go out. W and operate the statue to open the doors. In. Attach all five crystals to the magic staff, and open the curtains. Go down into the secret tunnel.

Drop the magical shield to trigger the trap, then pick it

back up again; E. Open the sarcophagus lid and throw a lit torch on the mummy. Get the glass ball from the coffin, and break it by dropping it. Get the Red crystal and attach it to the magical staff. Attack the giant sphere with the magical staff, then go in, to the depths of Hell. Attack Suzar with the magical sword three times, then run to the cave at the foot of the basket or bridge (using the map system to get there) before the castle collapses.





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WINGS OF DEATH

Sagyr had made a mistake that would probably affect him for the rest of his life. He had underestimated just how powerful Xandrilia was and paid for it. Even with the power of magic running through his veins he had been unable to stop her. Now he looked into a mirror at an image he did not recognise, but knew it was a reflection of himself: long pointed ears, sharp razor like teeth, and wings of skin that connected his arms to his torso. He had been transformed into a bat.

He probably had a spell in one of his many books that could reverse the affect, but even if he could find it in his new state he would be unable to cast it. There was only one thing he could do: he must find Xandrilia and force her to restore him to his original form. He still had a simple offensive spell that he could use to protect himself, and he might be able to find some more on the way. His mind was made up. It was time for battle!

Wings of Death is your basic shoot'em-up, where you control Sagyr in his batlike form as he fights his way towards Xandrilia through seven frantic levels. There will be countless numbers of Xandrilia's minions to combat, as well as the standard end-of-level guardians to provide even more problems.

WHITEY

All the usual ingredients are there: total mayhem, blasting everything out of sight, and plenty of end-of-level aliens to tackle before being able to proceed. Sound familiar, does it? Wings of Death is just another one of those shoot 'em-ups that come out about every three months. As there are so many of these games around at the moment it may prove confusing when attempting to buy one. My advice? Try and take a look at the other releases as there are far better around.

Magics spells can also be collected from the remains of Xandrilia's forces, and these can be used to increase your fire-

power or protection. However, there are also bad spells and these negate all other spells when collected.

DOUG

I'm starting to get a little fed up with the same boring shoot'em-ups. Month after month they come out. Wings of Death is slightly better than some of the others around. Another thing that annoys me is the lack of use of the Amiga's capabilities. Although Wings of Death is OK, there are a lot of games like this on the market, so have a good look around.

■ **A large selection of icons are present in the game, providing you with some pretty powerful and very original weapons that aren't found in about half a dozen other run of the mill shoot'em-ups. Once you've collected an icon, collecting the same icon again will increase the power of that particular weapon until it is totally awesome.**



■ **With the right weapons, end-of-level guardians are a cinch, but if you encounter one with a less powerful weapon you could have quite a few problems.**



GRAPHICS

Average graphics that look quite good and update very well even when there's a lot on the screen. However, they could have been a bit better.

74%

SOUND

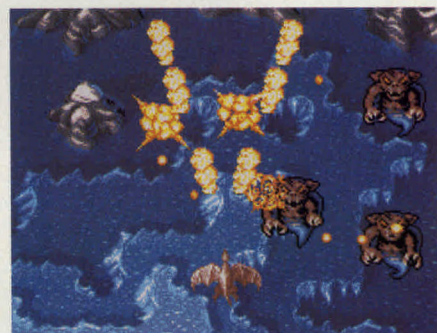
A very catchy piece of music with a fair amount of sampled sounds to listen to during the game, with quite a few decent sound effects as well.

75%

OVERALL RATING

73%

■ **Unfortunately, Wings of Death is another below standard shoot'em-up. The graphics aren't too bad, and the sound is quite good, but it's just too similar to every other shoot'em-up you can buy.**

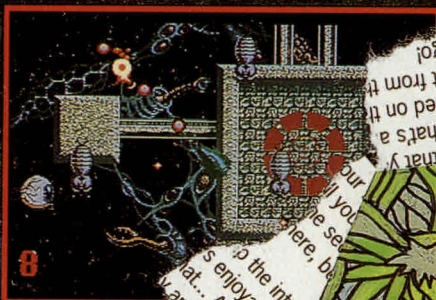
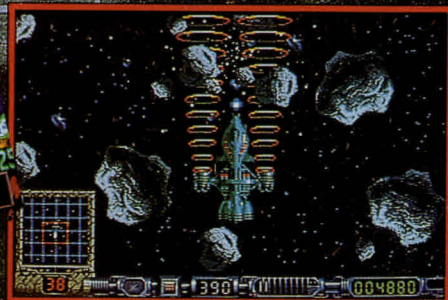
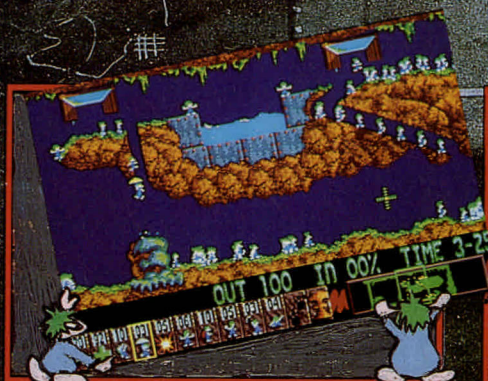
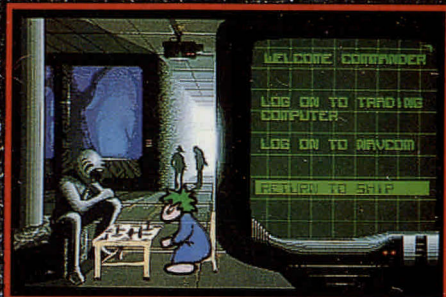


■ **Icons aren't the only things that you can collect on your way through the seven levels. Large spheres can be collected and these are usually pretty powerful.**

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Amiga Screen Shots



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CHESS SIMULATOR

Apparently, the original idea of chess dates back to around the 2nd century. Though the rules of the game have varied throughout its existence there now seems to be a standard set of rules that the majority of people who play the game can relate to. The object is to make it impossible for your opponent to

move his King without it being taken away by one of your own pieces.

To achieve this final goal it is necessary to outwit your opponent by making him commit and eventually lose various parts of his army. The King will become increasingly vulnerable and eventually be forced into the

wrong move which consequently ends the game.

The control method is very simple: click on the piece you wish to move followed by the square you wish to move the selected piece to. Each player participating, whether human or computer can be timed to stop the game dragging on.

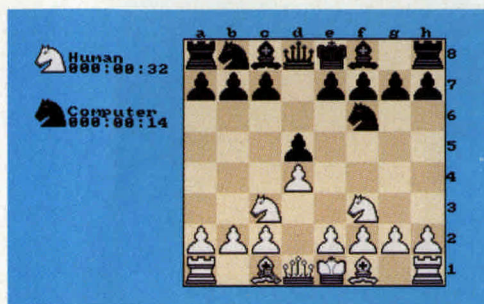
Chess Simulator comes with so many options it is almost possible to create your own game environment. The view menu allows you to change the whole screen display by either playing in 2D or 3D. In 2D the whole board is viewed from above, whereas in 3D mode it is possible to pan around the board as well as zoom in and out. Five sets of chess pieces are available, as is the ability to change the colour palette.

Other menus allow you to set

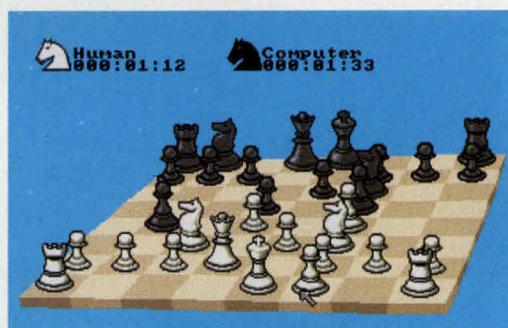
the computer's ability, supervisor mode (two player mode supervised by the computer) and learning mode. Load and save game options are fully supported.

ALEX

I've never found chess that exciting to play. The tiresome thinking process in between each move does cause the mind to drift. On a brighter note Chess Simulator does provide a wide choice of options, including the ability to set the computer to a simple level for the not so competent player whereas even the more experienced player will have difficulty overcoming the more advanced levels. A good investment for those avid chess players among you.



■ The board is set, the lights are lowered. You eye up your opponent for the final time before the battle commences.

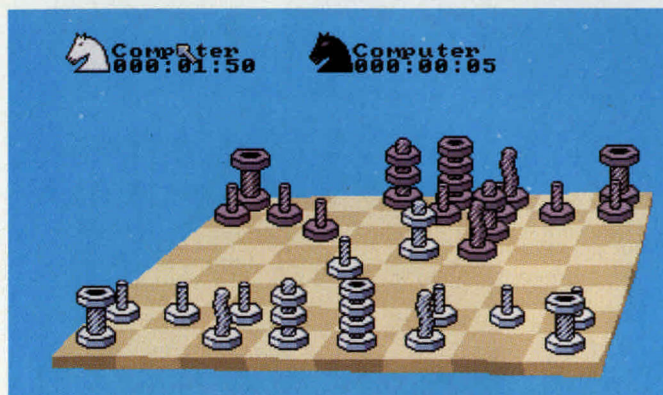
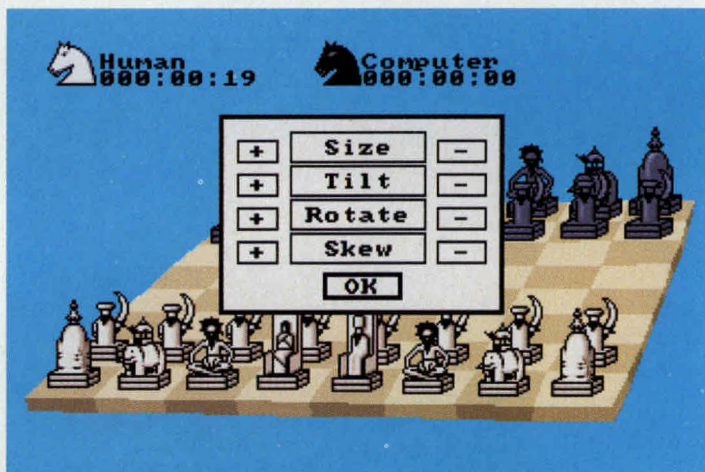


■ The simplest and by far the quickest way to play Chess Simulator is using the 2D option. Viewed from above the results are hardly spectacular.

OVERALL RATING

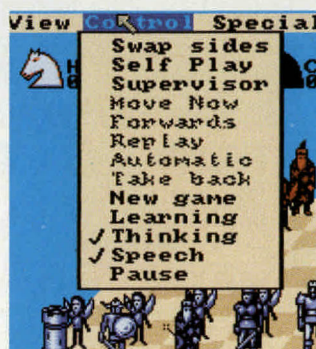
60%

■ By changing the perspective it's possible to view the board from almost any angle, which includes the ability to zoom in and out.



■ Chess Simulator comes complete with five different sets of pieces. Could you ever imagine playing chess with nuts and bolts?

■ There are so many options with Chess Simulator you could well find yourself spending several minutes setting up the game.



JASON

If you are a chess player you may find Chess Simulator of some interest. However, if you think chess is a little dull, as some people do, you will find this game repetitive and tedious, even with the different piece designs and difficulty levels. Personally, I would recommend you stick with Battle Chess.

SOUND

Very sparse sound effects as expected. The digitised in-game speech is a novel idea but it is poorly executed due to inferior sound quality.

32%

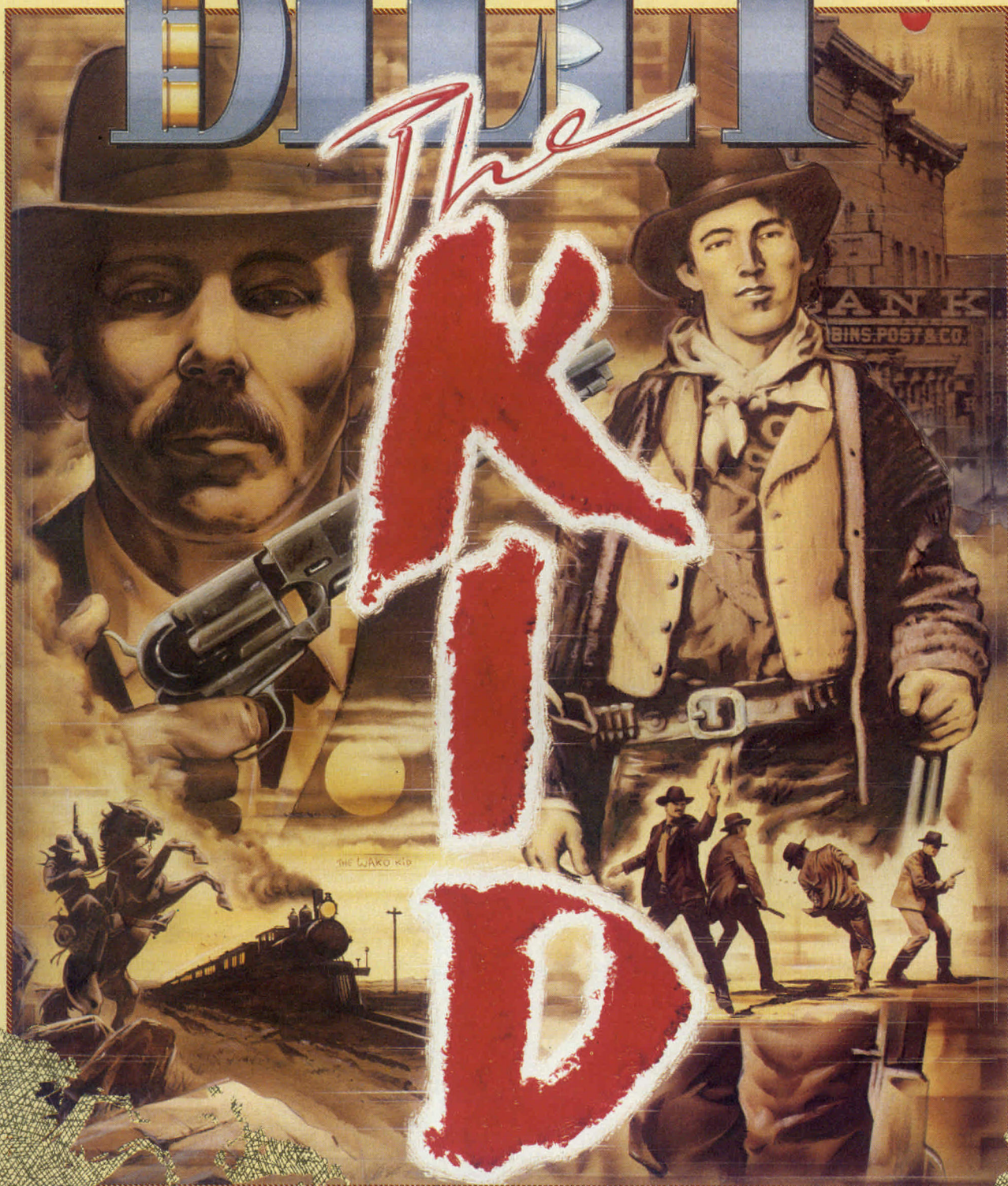
GRAPHICS

Producing decent graphics on a serious chess game has its limitations. Battle Chess, certainly sets the standards.

58%

BILLY

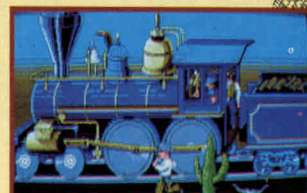
The KID



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NITRO

It's a fine day here, and perfect for today's opening Nitro race. An enormous crowd has turned out

ALEX

I don't know how Psygnosis do it. Yet again, we see another smashing game from the people with the flash intros. Nitro is totally addictive and with more than one player you just simply can't stop playing (well, we certainly couldn't!). There are quite a few courses, but these are soon beaten, and once you have competed in them all that's it, the game is over. However, it is very good and well buying even if the lasting appeal is a bit short.

and are all eager for the race to start. The four contestants have already taken their position at the starting line and are now preparing for the arduous race ahead of them. Each of the contestants will be looking for a good start and will hope to win this, the first of 30 races, and give himself a head start to the championship.

Over the 12 weeks the drivers

will journey to four different continents, and bravely drive through the various treacherous landscapes that they have to offer. During this time they will have the option of changing their vehicle to suit the terrain that they will be coming up against, but of course that's only if they've got enough money to afford it.

But going back to the starting line the four racers are almost ready to set off. Taking a look at the selection of cars we can see what the speedy young men have opted for.

The Simmons boy has chosen himself a turbo buggy for the first set of races to give him the advantage over the others on the bumpy terrain, but unfortunately this might prove a little silly as the buggy tends to mirror himself, and is rather slow.

However, next to him the wicked Whitey has jumped into his new Porsche sports car. With

this he has the ability to drive fairly well on both good and bad road surfaces, as well having a very good fuel consumption in the bargain. An slightly lacking car for a vastly lacking person.

The third man on the grid is the amazing newcomer to the sport. With a Formula One car for the race, and six points on his licence he hopes to beat the others with his car's superior speed. The young boy racer has definitely got the winning prize of one million pounds in his sights; shame his unaerodynamic ears will slow him down.

Lastly is the computer controlled car. It won't get anything for winning, but it will certainly make life harder for the other people in the race. But here we go. The lights are counting down and they're off! Let's just hope they can survive till the end of the championship, or even this race.

DOUG

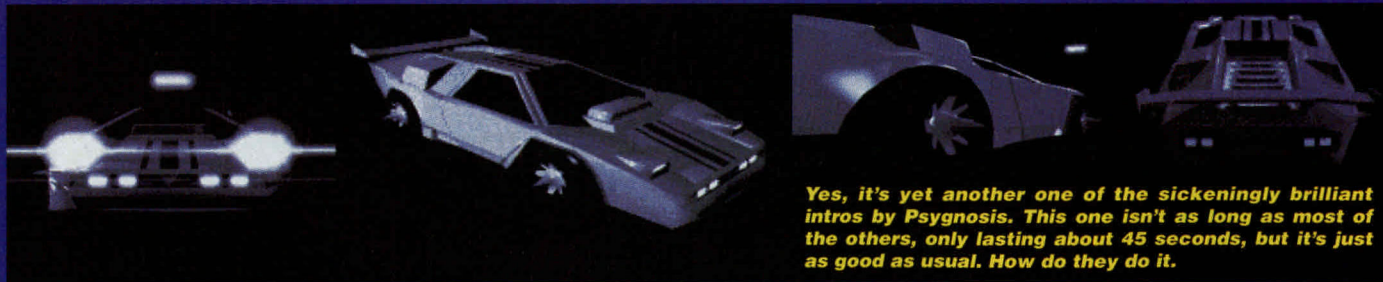
Nitro is your basic Super Sprint, but with a lot more. The screen scrolls in all directions (unlike the ST version which is only vertical. Snigger!) and hosts a whole variety of different collectables and extras. Once again, the intro is up to Psygnosis' usual standard and the gameplay is fast and furious. With three players the game is a scream. However, I think things might become a little bit tedious after a while if you're playing on your own. Still, Nitro is a very enjoyable game that should appeal to all fans of this genre.

SOUND

Music to drive along to, plus the revving of the engine to give you the feel of the race. The sonics are good in Nitro and go well with the game.

76%

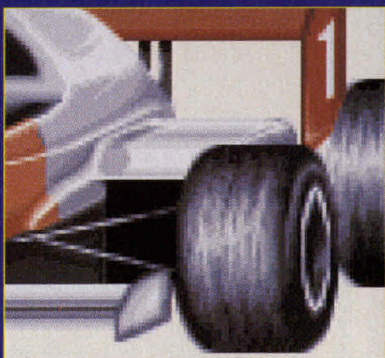
ON YOUR MARKS, GET SET, GO!



Yes, it's yet another one of the sickeningly brilliant intros by Psygnosis. This one isn't as long as most of the others, only lasting about 45 seconds, but it's just as good as usual. How do they do it.

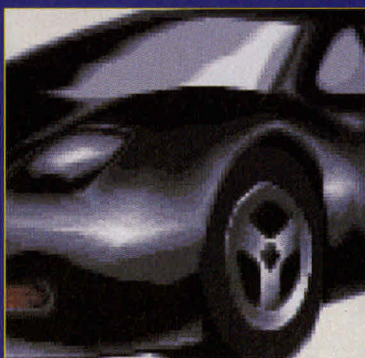
FORMULA ONE

The speedy car of the three, it will allow you to pull away from the others with no problems. But don't stray off the safety of the road for this car is not designed for off-road racing. It's also very costly on fuel.



SPORTS CAR

The average car of the three, the sports car will give you reasonable control on both off-road and tarmac surfaces, but you really need some upgrades to do well. The main advantage is that it is very economical.



TURBO BUGGY

Not a car for the boy racers. The Turbo Buggy toddles along at a very slow speed, but once it comes to a spot of rough land it really comes into a world of its own. This machine can be handled with ease on all surfaces.



WHITEY

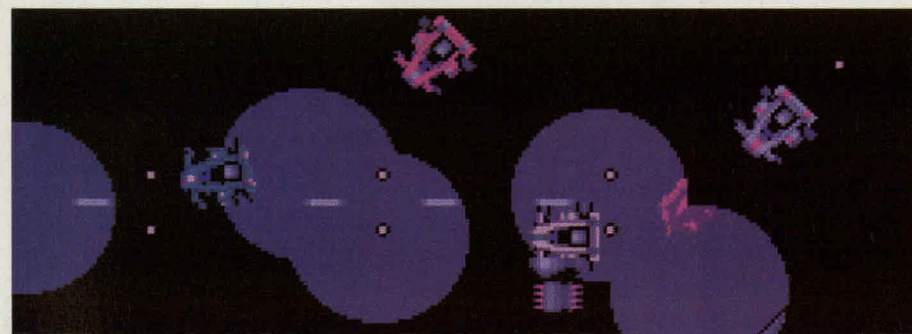
Phew! I'm getting tired of writhing about Psygnosis. Fortunately, nearly all of their games this issue have been very enjoyable. Hairing around a racetrack appeals to me and beating Doug and Alex appeals to me even more. As with all Psygnosis games Nitro has a fantastic intro sequence which introduces you into the game. The action is fast paced and although the computer offers a stiff challenge, you can't beat a human contestant. Unlike Doug, I don't think it will become boring and believe that it has plenty of lasting appeal.

GRAPHICS

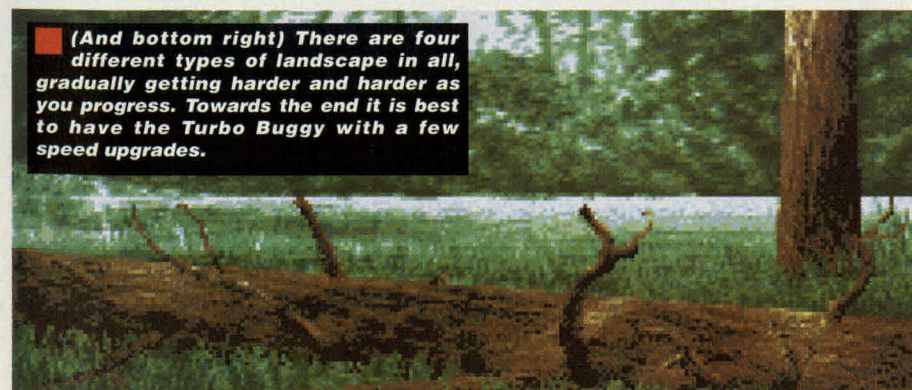
Like most Psygnosis games lately the graphics are superb; very colourful and well animated. Plus there's another amazing intro to look at and wonder in awe.

81%

(Below) The night races are really troublesome. With just a single light to let you see where you're going you must try and stay on the right track, but it's not too easy. You will only become aware of certain obstacles when they are almost on top of you.



(And bottom right) There are four different types of landscape in all, gradually getting harder and harder as you progress. Towards the end it is best to have the Turbo Buggy with a few speed upgrades.



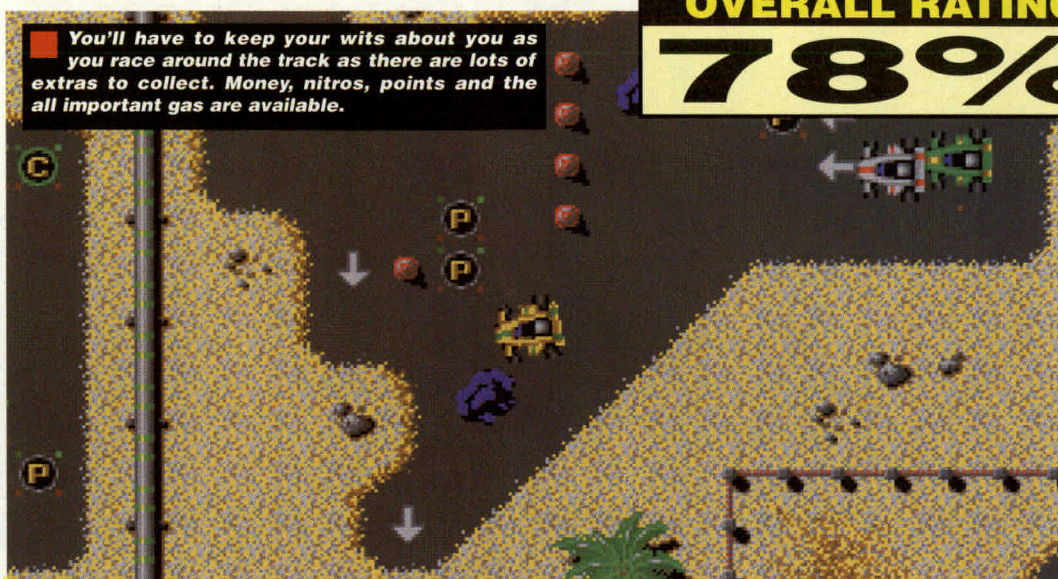
You'll have to keep your wits about you as you race around the track as there are lots of extras to collect. Money, nitros, points and the all important gas are available.

Who do you see yourself as? The tough, all muscles no brains, Stallone, or are you the calm but not to be messed with Clint? If you're neither of those you're just going to have to go for the very boring but accurate Steve Davis (yes, we do know it's Roger Moore).



OVERALL RATING

78%



MAKING YOUR CAR THE BUSINESS

There is a selection of different things that can be bought with the money you have collected to increase the capabilities of your car and give you that added advantage.



MORE GAS: Very important. If you run out of gas, you're out of the whole championship, and then all your efforts will have been in vain.



NITRO BOOSTER: Nitro is the bane of many a racer. Anyone who has some of this up his sleeve will certainly have an advantage on the others.



HIGH GRIP TYRES: Better traction can come in very handy for Formula One cars, but the Turbo Buggies already have some top rated tyres.



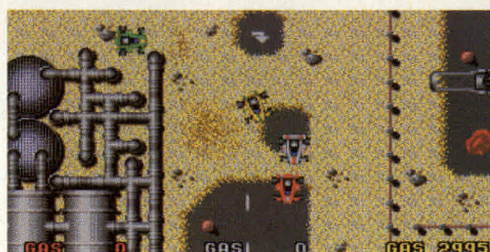
REPAIR DAMAGE: Your car will take quite a bit of damage during the races so every now and then it will be advisable to repair the bodywork.



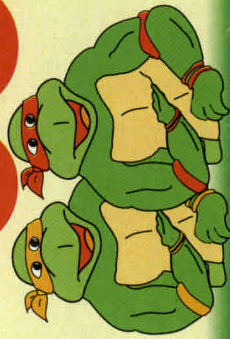
TURBO CHARGER: This will give you extra speed at the beginning of the race, and a little more oomph when you need to pull away after a crash.



BETTER ENGINE: The engine upgrade will increase the speed of your car dramatically. But it is the most expensive item on the list.



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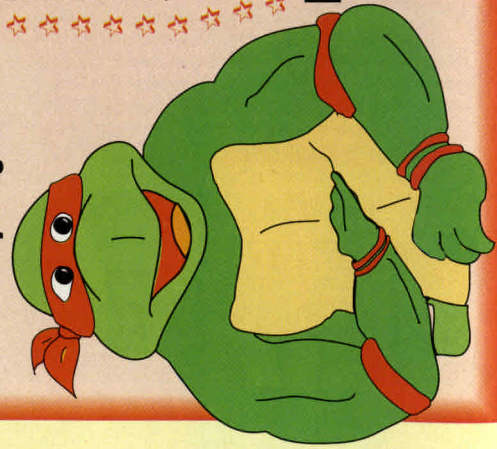
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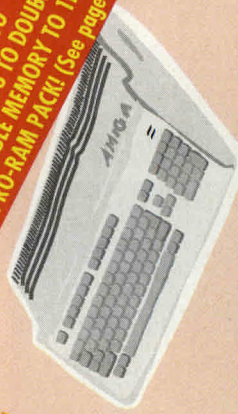
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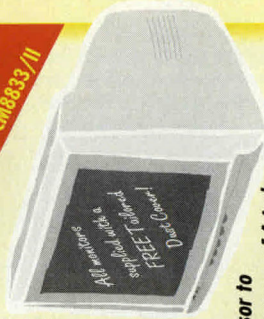
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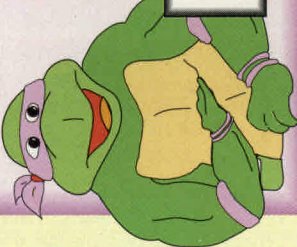
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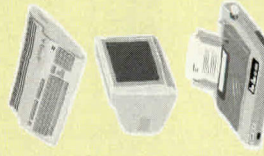
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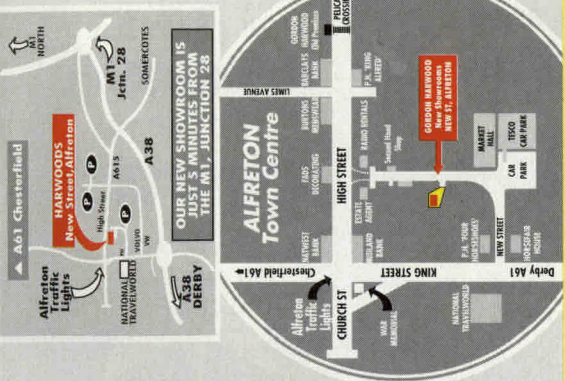
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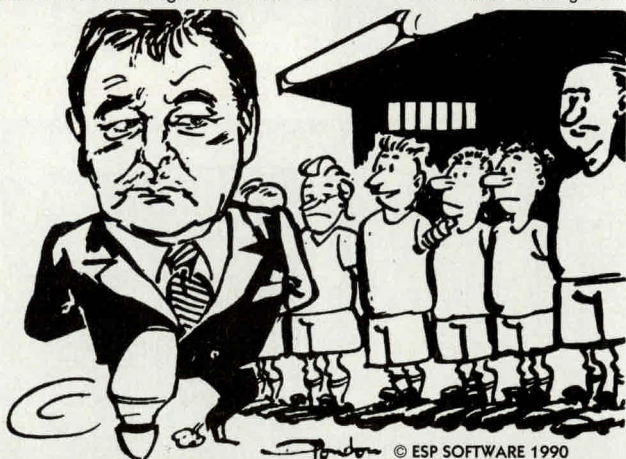
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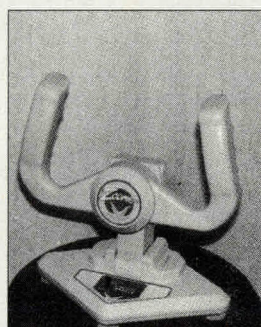
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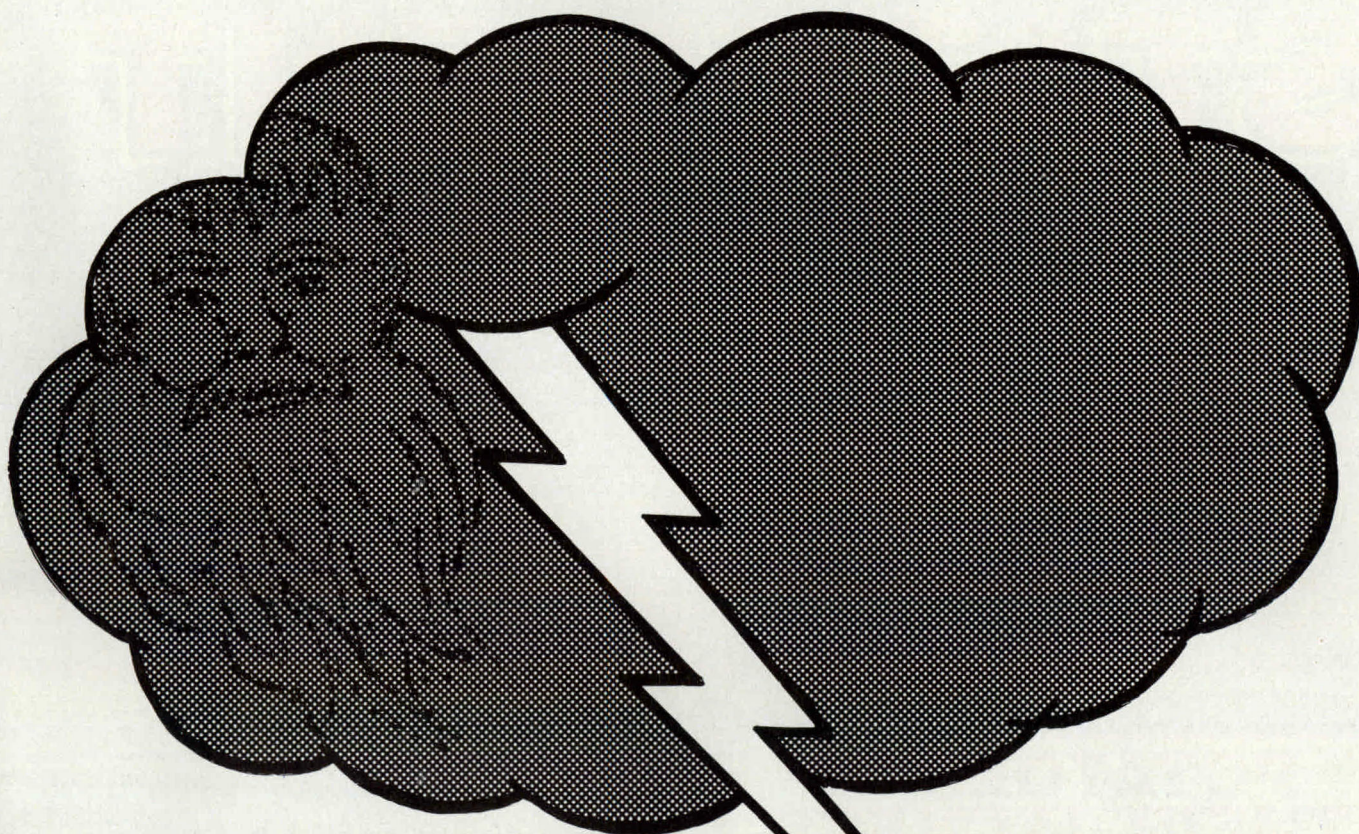
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When you have written out your entry form bung it into an envelope and send it to:

Toyota Rally Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr Macclesfield, Cheshire, SK10 4NP.

Entries must reach us by 31st January.



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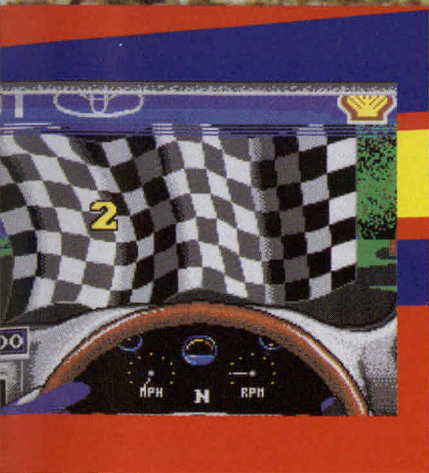
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THE AMAZING SPIDER-MAN

It was late when Peter Parker arrived back at Mary-Jane's flat,

and he was looking forward to a good night's rest. Unfortunately, this was not to be. As he walked out of the lift he saw the door to the flat smashed off its hinges. He rushed inside to see if Mary-Jane was alright, but she was nowhere to be found. Just then, out the corner of his eye, he noticed something lying on the bed. He picked it up, and

SOUND

A decent piece of music plays while you view a cartoon strip, but there aren't that many sounds effects in the game itself. The loading effects are annoying.

75%

GRAPHICS

Not exactly amazing graphics, but they do the job. The little Spider-Man sprite is very good though, and is very life-like, with great care taken on animation.

67%

WHITEY

One thing you can say about Spider-Man is that he is small, very small. Fortunately, the size of our super hero does not detract from what is a very competent platform game. The animation throughout the game is very smooth and Spidey can swing, leap and stick to all of the walls due to strands of web that are released from his glove. The intro sound is a little suspect with digitised effects that tend to annoy after a while.

DOUG

Although Spider-Man is just a platform game, thanks to the ability of our super hero the game plays quite a lot differently to the other platform games that you can get hold of. Being able to walk on walls and ceiling makes a pleasant change, and when you combine this with the smashing gameplay you really do have a good game. The graphics and sound aren't exactly the best thing I've ever seen, but the gameplay more than makes up for them. A great little game that I thoroughly enjoyed playing.

Mysterio's robots will be the cause of quite a few lost hit points, but if they get a bit too much you can tie them up for a while with the aid of your webs.



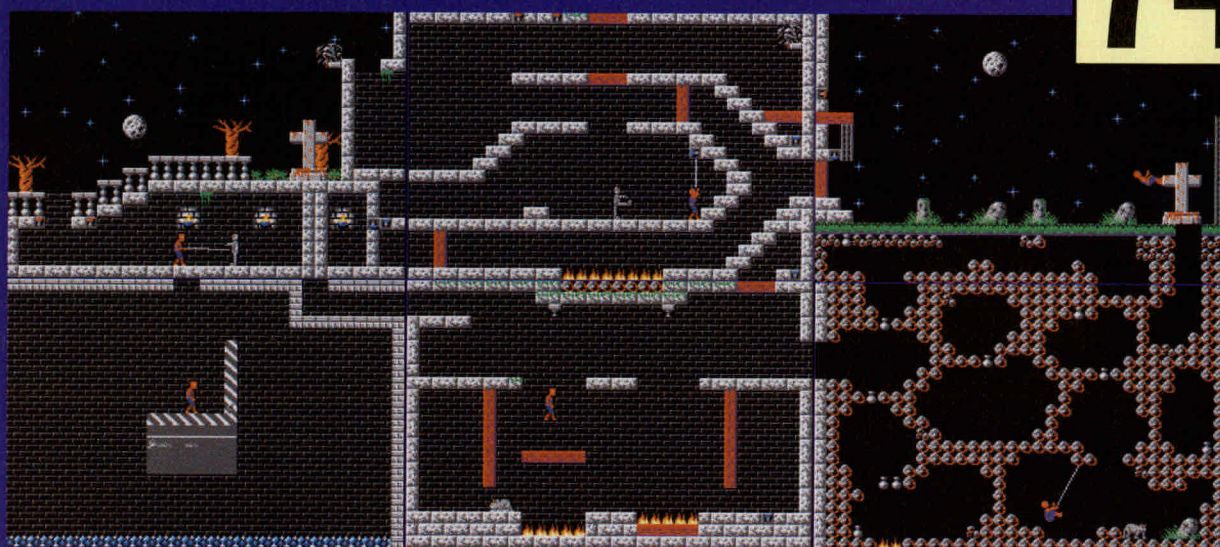
There are loads of switches in the studio, and all of them will have to be used if you are going to save Mary-Jane. However, just to make it that bit harder some of them are invisible.



Spidey can walk on most surfaces, whatever angle they may be at. But there are a few walls that he's unable to stick to.

OVERALL RATING

74%



The clapper-board rooms are very important in two different ways. The first is that they will enable you to restore lost hit points, and the second is that you can save your position to memory avoiding the problems of doing things all over again.

Stepping on what looks to be a safe floor, it suddenly starts to fall leaving you dropping into oblivion. Let's hope your webs can save you.



Shooting a web from his wrist, it sticks to the ceiling allowing Spidey to swing over the top of one of Mysterio's robots. Very handy!



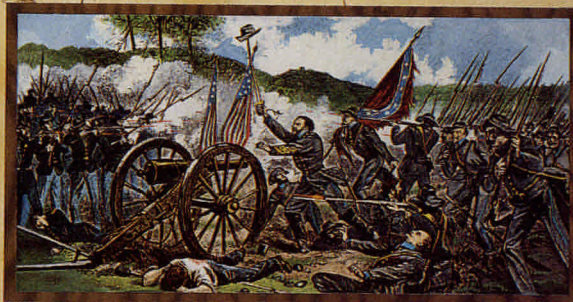
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GETTYSBURG



The third title in ARC's acclaimed BattleScapes series, Gettysburg is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivotal battle of the American Civil War.



Screen shots from Atari ST format.



History tells us that Lee lost the battle, but with Gettysburg you can re-write history. Can you guide the rebels to victory and change the course of American history? Would you be able to defeat Lee and ensure a Union victory? The choice and the challenge are yours.

Features:

- **Stunning BattleScapes graphics.**
- **Original Soundtrack.**



- **Eighty page playguide.**
- **Laminated Map.**
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

US GOLD/SSI £24.99

CURSE OF THE AZURE BONDS

It only feels like it was yesterday when our party was attacked on the road to Tilverton, but it was not. It was over a month ago; a month that none of us has any recollection of. As far as I can remember we were on our way to Tilverton in search of a lost princess, Nacacia of Cormyr, who had run off a year previous to escape a marriage arranged by her father. It was on our way here that we were attacked.

Our assailants were invisible, as some of our group went down before we could see them. The enemy were also hidden in bushes with crossbows that managed to take down a man with just a flesh wound. However, the strangest thing is the marks that we now possess. Each of us has magical azure symbols on our sword arms that can not be removed. It is time to start asking questions, and we will not stop until we have the answers.

Curse of the Azure Bonds is the next in the series of AD&D games to be released from SSI. However, it isn't the next in line as far as development goes. Azure Bonds has been around

DOUG

Curse of the Azure Bonds is a very good RPG game, and most people who like this type of thing will enjoy it. I enjoyed it myself but I think that it is just a bit too similar to the other AD&D games that have been released. I found that the game wasn't as polished as the previous Champions of Krynn, and there are a few things in Krynn that made the game play better which are not present in Azure Bonds. But with these nags aside, the game is a good RPG and worth getting hold of.

on the C64 for quite a bit longer than some of the other games in the series. But there are options for characters to be loaded in from any of the other AD&D games. The layout of the game itself is similar and people who have played the previous games will be used to the controls.

ALEX

Having had previous experience of the brilliant Champions of Krynn, I was hoping that Curse of the Azure Bonds would be as good and as highly polished. I'm afraid I found Azure Bonds less appealing as it is too similar to the previous releases. I found that the game is decidedly average, and is similar in style to the Bards Tale series, although I found Azure Bonds much better and enjoyable. On the whole, a fine product which RPG fanatics, if they enjoyed SSI's other titles, should think about purchasing it.

GRAPHICS

Curse of the Azure Bonds features similar graphics to the other AD&D games from SSI, and as usual they are adequate. Not brilliant, but not bad.

66%

SOUND

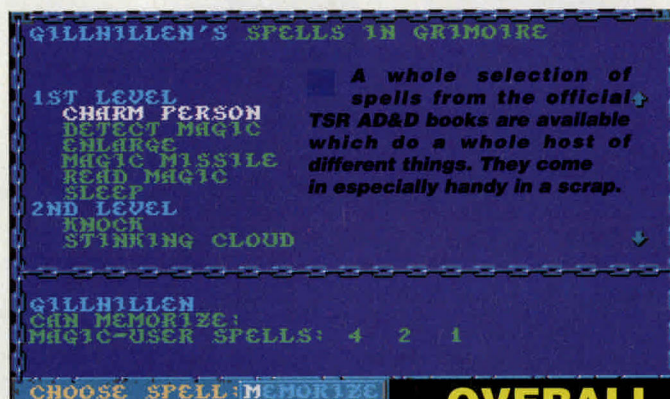
A rather poor tune on the title screen that sounds like it was ported straight from the C64, but the sound effects in the game are slightly better.

67%

■ The combat system is almost identical to that in the previous AD&D games. It's easy to use, while still allowing you to do a lot of complex things.



■ Some of the clues you will find are written down in a journal that comes with the game. This saves you having to write them down, and puts a stop to pirates.



■ Although it is new to the Amiga, Curse of the Azure Bonds has been around for quite a while on the C64. There's even a cheat book available for the game at this very moment.



OVERALL RATING

72%

■ The game follows the proper AD&D rules very closely.



SO REAL YOU CAN SMELL THE SMOKE

THE NO.1 NEW YORK TIMES BESTSELLER

"ROMEO 25 - THIS IS MIKE 77 -
SPOT REPORT - 5 T72 TANKS
MOVING WEST - GRID 190852 -
CONTINUING OVER"

Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either "quadrant mode" where all four platoons may be controlled at once

or Full-screen Mode where the display homes in on just one platoon.



You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

To the right of the compasses are five icons which represent the various types of weaponry available to the unit.

- MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds.
- SMOKE - a smoke grenade which allows enemy vision to be obscured.
- HEAT - a high explosive anti-tank round
- SABOT - an armor-piercing tungsten shell
- TOW - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.



M1 ABRAMS TANK



Crew: Four Main Gun Ammo: 55 Rounds
Armor: Chobham (steel, ceramic, plastic)
Combat Weight: 54.5 metric tons

Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.



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Team Yankee, The Novel, was written by Harold Coyle. Made in the U.K.



Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on 3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potecknov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langen Gap from an entire Soviet tank battalion at night!

Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon: This red icon, causes your platoon to come to a dead halt when clicked.



In line - places your vehicles in a line abreast relative to your direction.
Column - places your vehicles in a line ahead relative to your direction.

Echelon right - places your vehicles on a right to left diagonal relative to your direction.
Wedge - places your vehicles in a wedge formation.

Wide formation icon: This increases the spacing between vehicles in your platoon to 100 metres.
Narrow formation icon: This reduces the inter-vehicle spacing in your platoon to 50 metres.

Engine smoke This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Rotation icon and compass display.

Infra red (or thermal) imaging This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contrary to popular belief the thermal image is green and not red.

Zoom: When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder: The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.

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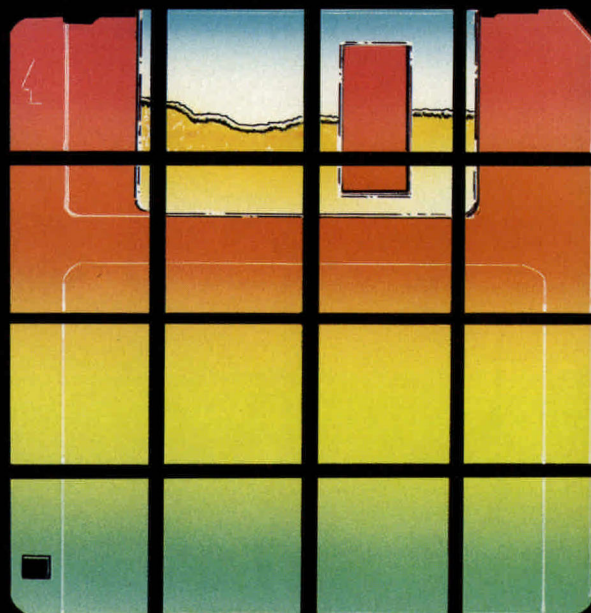
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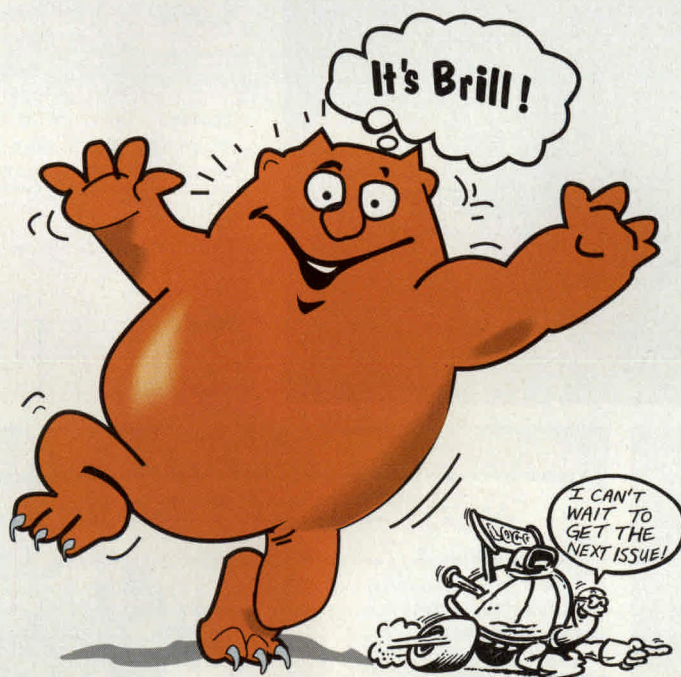


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ALEX

Gremlin's Lotus Esprit Turbo Challenge is one of the best racing games on the Amiga, as it offered superb gameplay in both one or two player mode. Toyota Rally is yet another fine game from the Sheffield based company, and is in my opinion, one of the finest, if not the best rally game on the Amiga due to the excellent graphics, brilliant gameplay and the vast number of options, such as the 'crazy car' feature, the shouting navigator and the harsh weather conditions. An excellent piece of software that Gremlin and Toyota should be proud of.

GREMLIN £24.99

TOYOTA RALLY

Rallying is one of the toughest motor-sports in the world, being strenuous on both the car and the driver. At present, David Llewellyn is British Rally champion, driving the excellent Toyota Celica GT-Four. Having won the British Midland Ulster Rally way back in July, he is now preparing for the big one, the Lombard RAC.

After the release of the superb Lotus Esprit Turbo Challenge, Gremlin have once again tied up a licence and now the excellent

game based around THE motor-sport has now arrived. Anyone who's enjoyed Lombard RAC Rally by Mandarin/Red Rat will probably love playing Toyota, because as well as excellently reproducing the feel of rallying (I know, I've done it!) it also offers a whole host of other features never seen before on a game of this type.

Toyota is very similar in gameplay to that of Hard Drivin', as it uses 3D vector graphics to

SOUND

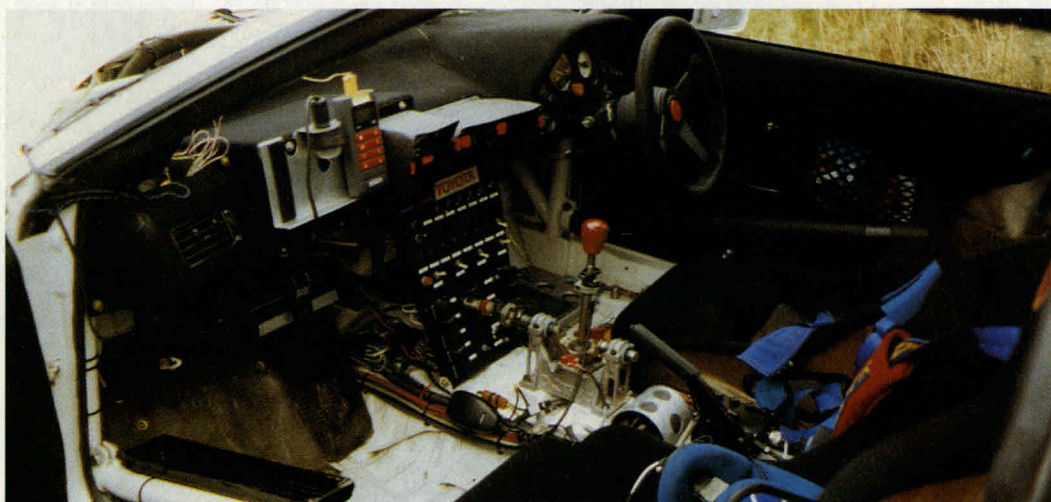
Toyota Rally's sounds include what you would usually expect from a racing game: a deep growl for the engine and the odd crunch when you hit an object.

70%

their full potential. Both mouse and joystick can be used for Rally, although the aforementioned causes erratic steering with the slightest of movements. This is when it is best to reduce the sensitivity of the controls.

The basic aim of Toyota is to achieve a winning time in each of the three rallies: England, Mexico, and Norway. Each of these destinations includes different

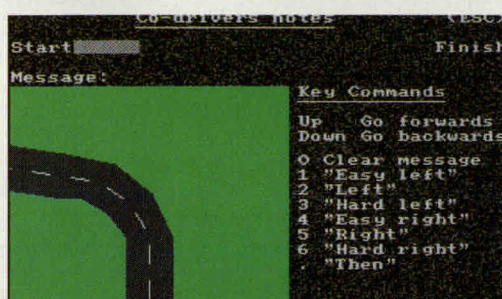
THE POWER OF FOUR-WHEEL DRIVE RALLYING



TOYOTA CELICA GT-FOUR

Engine: 3S-GTE Water-cooled, in line, 4 cylinder, 16 valve DOHC engine.
Turbo: Toyota CT26.
Displacement: 1988 cc.
Max. Output: 295 bhp @ 6000rpm.
Weight: 1200kg.
Transmission: 6-speed Xtrac manual gearbox.
Cost: So much it's hardly feasible!

Before you can venture onto the winding roads of the next stage, you must first program the navigator to warn you of the various hazards that will be approaching you during the game - fast!



DAVID LLEWELLYN - BRITISH OPEN RALLY CHAMPION

Born on May 3, 1960 in Haverfordwest, David Llewellyn started rallying in 1980, when he began the long four year apprenticeship in the Welsh roads and forests. After winning the National Rally Championship in 1984 he immediately attracted factory attention, and since then has had much success in the world of rallying.



Positions after 1 stage

1. Kenneth Eriksson	00:01:30
2. David Llewellyn	00:01:31
3. Carlos Sainz	00:01:31
4. Juha Kankkunen	00:01:44
5. Colin McRoe	00:01:49
6. Jimmy McRoe	00:02:00
7. Harken Eriksson	00:02:00
8. Malcolm Witson	00:02:01
9. Micky Bateson	00:02:01
10. Thornbjorn Edlung	00:02:03
22. Fungus The Bogyman	00:02:20

After competing in each leg, a detailed report of the race will appear on-screen. Along with this will be the total time taken for the course as well as the leaders in the championships

GRAPHICS

Smooth 3D vector graphics help recreate the feel for speed, and the neat windscreen wipers and rain all add up to an impressive game. Excellent stuff!

80%

scenery to race on. For instance, Mexico has flat terrain to each side of the road, but Norway has snow-clad trees and vast expanses of frost stretching as far as the eye can see. On top of this, the weather conditions can make the race even harder. Snow will often beat down when driving in Norway, whereas harsh sandstorms and sheet rain will make the race more perilous for

you in Mexico. You can combat these hazards by switching on your windscreen wipers, but the effect is limited.

Another unique option that has been included in Toyota Rally is the fact that you have a co-driver who shouts out the various hazards that you will meet. You program the warnings he gives, although you can choose to accept the preset warnings for the cost of a minor time penalty. The co-driver plays a vital part in the game, because if a single wrong call is made, the result could send you flying off the narrow track and into the trees or houses that line the edge of the track. Instead of your car being damaged, a time penalty is imposed on you.

Another important feature is the fact that it is possible to stall your car if you allow your revs to drop. Once again, valuable time is lost and the pressure will be on for you to make a decent time for that

WHITEY

After the excellent Lotus, Gremlin have once again pulled another classic out of the hat. Getting drunk and then driving Toyota is not a recommended pastime. The graphics are superb as is the sound and the addition of realistic features, such as windscreen wipers, snow and dirt all add up to one hell of a game. Gremlin in my book have to be one of the most consistent companies around at the moment. Their last five releases have all been brilliant.

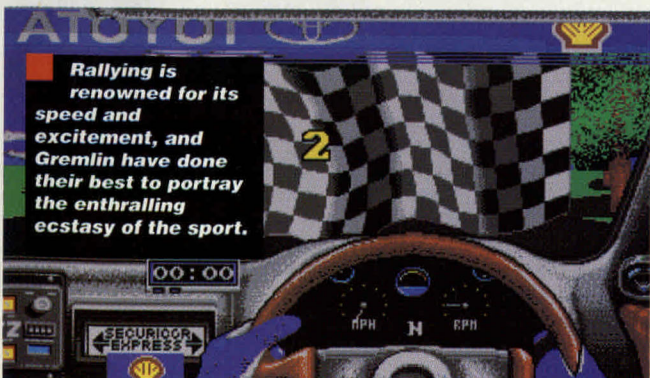
leg. On top of this, a handy save game and 'crazy car' option have been included, thus extending the game appeal.

DOUG

After playing the amazing Lombard RAC Rally I thought that nothing would manage to better it. However, Toyota Rally from Gremlin has arrived and taken the number one spot. The graphics are amazing with superb off road scenery, and weather conditions that are very effective. The sound is also good and realistic putting even more atmosphere into the game. With such titles as Lotus and Toyota, Gremlin have proved that they are a force to be reckoned with when it comes to racing simulations. My advice? Buy this game immediately.

Each landscape has its own hazard and weather conditions. For instance, Mexico is basically a desolate waste land made up of sand plains that stretch as far as the eye can see. Sand storms cut

visibility to a minimum, and only careful driving will see you through. However, the snow that falls in Norway can be cleared by using the windscreen wipers, which also applies for the rain in England, too.



AMIGA ACTION

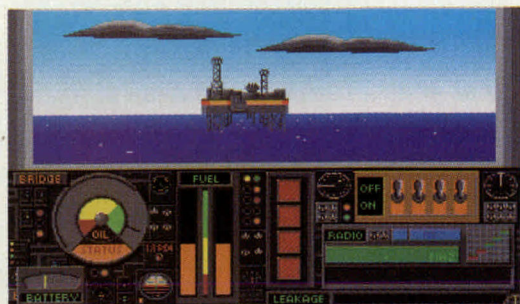
OVERALL RATING

81%

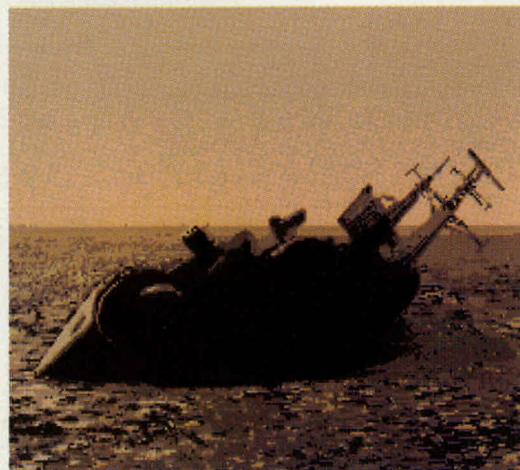
Due to the fast pace that Toyota runs at, you may find that you can't handle the corners and soon the rear of the car will spin out. This will send you flying off the course and if you're unlucky, into a copse of trees, smashing the windscreen of your Celica.



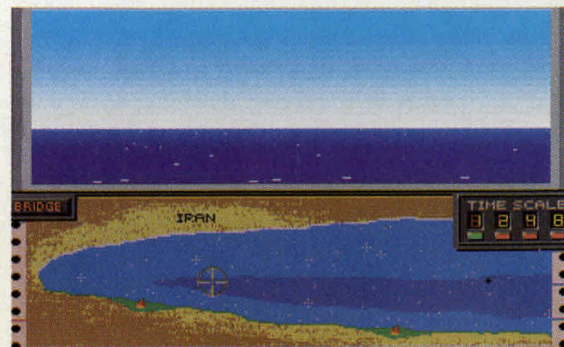
Oil rigs aren't what they used to be. In fact nowadays they're armed to the teeth. Get too close and you'll be in for one hell of a surprise.



(Below) Although the game isn't the most realistic simulation I've ever seen, if you go running into the midst of the action unprepared, this is what you can expect.



Using the darkness of night to shield you, you quietly approach an Arab ship. Be ready to start firing though because he could spot you at any second.



There are plenty of ships to fight against but can you sink them all before they knock out your ship? As you are hit, more and more things stop working.



OVERALL
RATING

67%

In the map room you can see where your enemies are in relation to yourself. The time scale can be changed from here, so that if you have to travel a long way you can shorten the time it takes.

MAGIC BYTES £24.99

U.S.S. JOHN YOUNG

By the year 1997 the situation of the world has changed dramatically, and not for the better of the Europeans. After the decline of NATO, European power declined as well. In a move that surprised all the nations of the world, the Arab countries headed by Iran suddenly launched an attack on shipping, creating an economic blockade. They had built a world

wide military navy, and used it to dominate the seas.

With living standards rapidly deteriorating in the countries that could not support themselves due to the lack of trading, a decision was made that something had to be done to end this evil reign. The heads of the various nations came together and devised a plan. The U.S.S. John Young, supposedly crewed

DOUG

Yet again I am confronted with a game that is trying to be a decent simulation but has failed miserably. John Young has the usual selection of stations that you would find aboard a ship, but the gameplay is very dodgy, and plays more like a shoot'em-up than a simulation. Although there are several missions to choose from, they're quite similar. Frankly, I'm not impressed with U.S.S. John Young, and I don't think it will appeal to any simulation fan.

GRAPHICS

Quite good, and certainly adequate for this type of game. However, the night time effect isn't that good and looks more like sunset which isn't the desired effect.

68%

SOUND

The chug of the engine and the blast of the guns is all that you really get in the game, but that's all you really need and therefore the sound is average.

66%

STEVE

I have to state now that U.S.S. John Young is in no way a perfect simulation. The graphics aren't at all bad and there is a fair amount of sound but to say that this game is a simulation would be incorrect. There seems to be a sudden influx of ship games at the moment and none of them have been really inspiring. There are a fair amount of missions to select but this does not really enhance the games overall appeal. I can't really recommend this as it is just too boring.

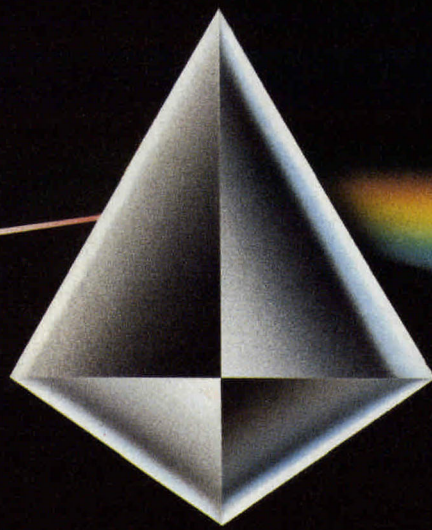
by renegade navy personnel would be sent into the conflict areas, and would hopefully be able to move around without being attacked due to their so-called defection.

You are put in the control of John Young as it roams the violent seas of the world. Your objective: to seek and destroy the Arab forces wherever they may be. This is simulated in four different missions. However, it's not just other ships you will be attacking: oil rigs will be one of your main targets; destroying

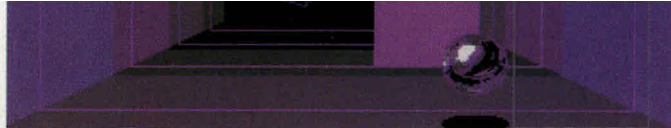
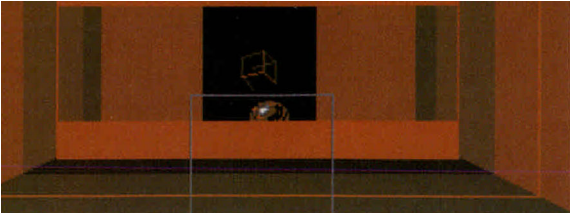
these helps weaken the enemy forces.

There are also four different map locations that you can choose to do battle in, ranging from the Persian Gulf to the Falkland Islands. Day and night time can also be chosen from, the advantage being that at night you can get closer to the enemy before they see you.

LOOPZ

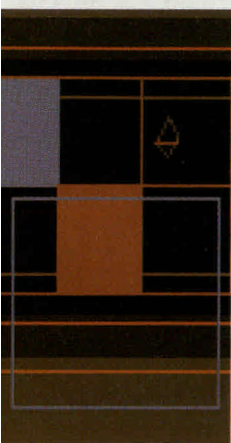


Audiogenic



Some of the gateways will close up and stop your ball from continuing on its journey. Wait till it is just about to open before firing the ball.

At the end of every fourth stage you will need to solve a puzzle before you can advance. They normally involve several tiles until the ball opens up.



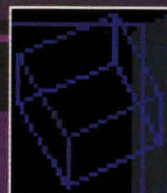
A LITTLE LIGHT ON THE SUBJECT



RED SQUARES - These should be avoided at all costs as they shrink your bat so that it is harder to return the ball down the tunnel.

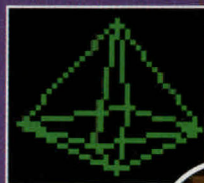


RED DIAMONDS - These are gold dust and will allow your bat to hold the ball, therefore allowing you to release it when ready. The bat will turn red.



BLUE SQUARES - If your bat is shrunk through touching one of the red squares touching a blue one will expand it back to its original size.

GREEN DIAMONDS - If you have a chance of collecting one of these then make sure you take it. These will award you with an extra life which is extremely valuable.



WHITE DIAMONDS - White diamonds, when touched, will reward you with a hefty old points bonus. Not very useful but it keeps you smiling.



FOGRAAMES £24.99

THE LIGHT CORRIDOR

Advanced puzzle sport with frantic action built in. You control a large, bat that you must move through a tunnel network. This is simple but you also have to make a metallic sphere through the tunnels by firing it off your translucent racket which can be moved across the screen. Once the ball

has rebounded off and been sent back down into the tunnel, you must then advance after it. Eventually the ball will hit some kind of obstacle and be sent back up the tunnel. These obstacles come in the form of gateways that open and shut and generally cause hinderance to your mission.

There are many different gateways; some move

DOUG

On loading up *The Light Corridor* I was a little apprehensive as to what to expect. Fortunately, this is one hell of a game. Although the graphics are simplistic, colour has been used extensively as has the sound. *The Light Corridor* just goes to prove that even the simplest of concepts can sometimes prove to be the best. I think the asking price is a little steep but I still have to recommend *The Light Corridor* as one for your collection.

horizontally while others move vertically; some even move randomly around the screen. The levels and obstacles can be edited using the tunnel editor.

If you manage to keep the ball travelling through the tunnels you will eventually reach the end of the stage. This is indicated on a banner as well as the code of the following stage. These codes can be used to enter the game at the appropriate level which save you from having to start from level one. They should be jotted

GRAPHICS

Although *The Light Corridor* is somewhat lacking in fancy graphics and smooth animation it is not the sort of game that relies on this type of thing.

70%

SOUND

Sonically, *The Light Corridor* is more than adequate and features a neat title tune as well as digitised screams and yells. Good stuff.

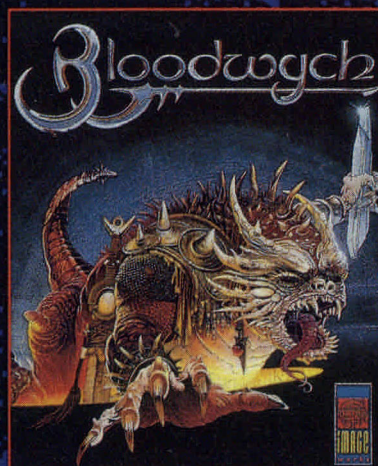
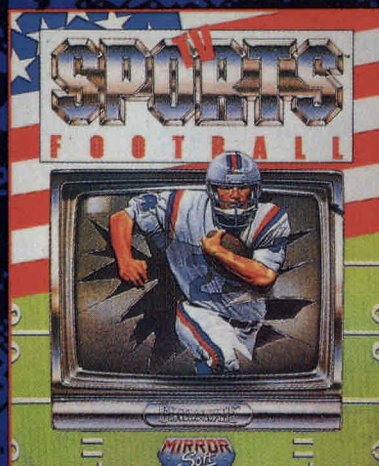
80%

WHITEY

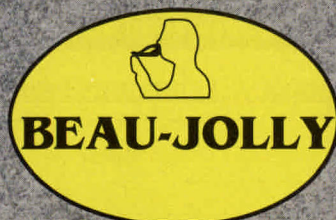
Although *The Light Corridor* looks fairly basic, it is an excellent game that adds a new twist to the puzzle style of games. The action is fast paced and will keep you on your toes. There are plenty of puzzles to keep you occupied for quite some time and although the puzzles can be fairly difficult, they are not unbeatable which gives the game that 'just one more try' feeling. Simple in design but *The Light Corridor* is

reached. At the end of every fourth stage you will come across a puzzle that you will need to solve before you can advance. Control of the translucent racket can be performed via the mouse or joystick, although the mouse

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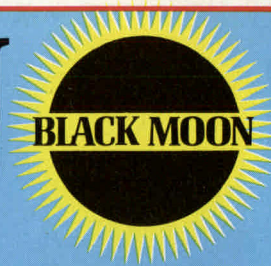
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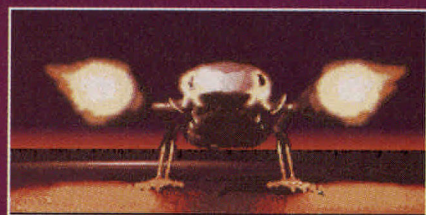
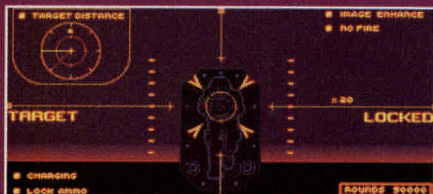
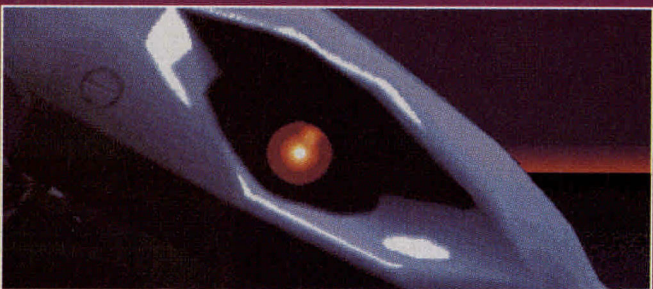
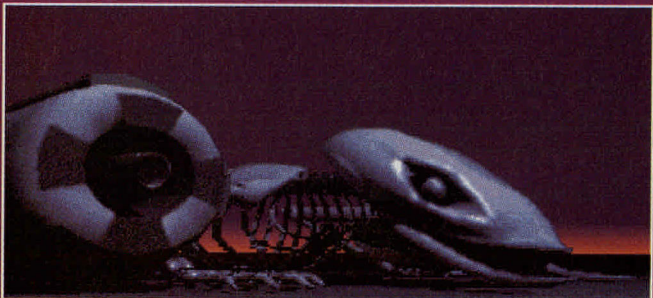
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THE KILLING GAME SHOW

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These truly unfortunate participants are cast into the first game pit to begin with, and have to make their way from the bottom to the top. Sounds easy, eh? The pits are custom built on satellite moons, each moon containing a huge cylinder that has been sunk into the ground. Inside these massive tanks, two pits are constructed, containing numerous walkways and concealed traps.

Each MUG (the contestant) is, or used to be, a law breaker. Before they enter the pit, they have to undergo a few, well, major changes. The bottom half of their body is removed, and all skin is stripped from their worthless bones. The body's vital organs are kept, and skilled surgeons replace the victim's skin with a revolutionary coating made from a malleable metallic substance. This will provide the MUGs with limited armour protection. They are also equipped with powerful limbs which enable them to pick up and use objects, as well as suction cups on their feet giving them the ability to climb sheer surfaces.

Back to the game, the pit has numerous camouflaged containers which, once opened, will reveal either a weapon or a tool (only one of each item can be carried at once). Although each game is not against the clock as such, a corrosive liquid called DOLL (Deadly to Organic Life Liquid) slowly fills up each pit, and will destroy your MUG on contact. Each pit is also haunted by a horde of HALFs (Hostile Artificial Life Form) that roam around in search of contest, intent of destroying you and your chances of freedom.

The game is set over 16

WHITEY

After the initial success of *Beast II*, Psygnosis are back again and with a vengeance. The graphics to *The Killing Game Show* are fantastic and the main character has been superbly animated which gives him a very realistic look. The intro sequence is fantastic and you instantly realise that you are about to play a quality piece of software. The sound is also of a very high standard with in-game effects that will have you believe you are actually there. The save game position, whereby, you can actually fast forward to your last position is an very good idea which has been well implemented.

GRAPHICS

Fast moving backdrops that are highly detailed and scroll beautifully. The MUG is a strange, well defined sprite that can move across the screen at high speeds!

84%

SOUND

A commentator's voice announces the beginning of the show, and soon a racey track thumps away, including guitar solos and sampled sound effects.

82%

DOUG

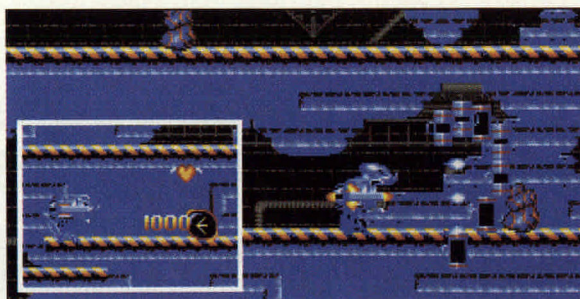
The Killing Game show is totally brilliant, consisting of fast and furious action, but still needing quite a bit of thinking. As usual the graphics and sound are top notch, and the intro to the game only comes second to the intro of *Beast II*. The idea of being able to fast forward through the last game you played being able to start again at any point is quite good, and stops the game from getting tedious. All in all, *The Killing Game Show* is brilliant and well worth buying. Definately one not to be missed.

levels, with each level containing two pits. Most levels require you to make it to the tops exit as fast as you possibly can, but others will need you to collect crystals that are scattered around before the exit will finally open. As mentioned before, special canisters can be opened and the contents used to aid you. These bonuses are either weapons or tools.

Although the weapons only have limited ammo, the effect of something like the mine-sweeper is stunning. Tools, on the other hand, can only be used once, and include items such as extra energy, keys to access later sections of the pit or even water freezers which will momentarily pause the ever-rising DOLL. Nobody said a criminal's life was easy but at least they have a chance - however, I don't fancy their chances...

ALEX

Psygnosis are certainly a force to be reckoned with, what with the release of the superb *Beast II* and now *The Killing Game Show*. You can tell from the quality of the introductory sequence that you're in for something good. As usual, the presentation is excellent, and the graphics and sound are first rate, with gameplay to match. The KGS combine the best aspects of a platform romp and a shoot'em-up, the end result being a game that is worth every penny - buy it soon!

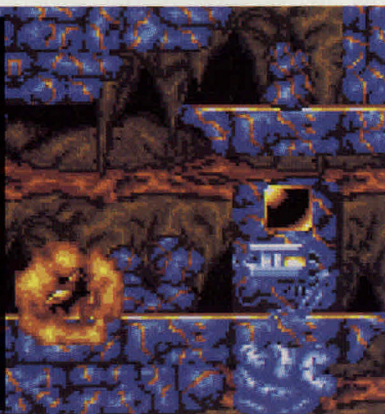


Scattered around each custom-built pit are camouflaged containers that, once opened, will reveal an item that will be of great use to you. To crack open and collect the hidden object,



Each MUG has been stripped of its frail flesh, which has been replaced by a tough, multi-layer metallic substance that offers protection. On top of this, powerful limbs hide suction cups that allow the MUG to climb vertical surfaces.

The path you seek will often be barred by a huge stone gate that can only be lowered by the corresponding key. Once collected, it is just a case of performing the simple task of inserting the key and watching the wall come tumbling down.



THE GREATEST SHOW ON EARTH



Your MUG will only begin with a low-powered plasma shot, but collecting the various power-ups hidden inside the caskets will soon increase the weapon's power to three-way fire or even the deadly mine sweeper.



Unfortunately, time is against you, as each pit is slowly filling up with great quantities of DOLL. Although the liquid looks fairly harmless, it will corrode your bio-chip on contact, so constant progress must be made.

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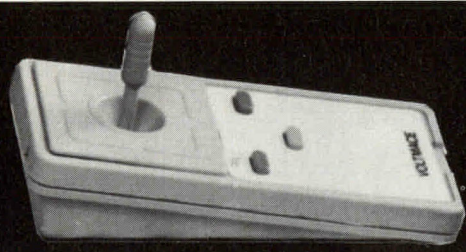
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TEAM YANKEE

SOUND

Sound has been used extensively in Team Yankee and as well as the rumble of the tank tracks there are some excellent explosion and machine gun effects.

80%

The title Team Yankee may not mean much to you but over in the States it is somewhat of a household name. It comes from the book of the same name which is written by Harold Coyle and achieved New York Times Number 1 bestseller. Team Yankee revolves around a U.S. Army tank unit that has been stationed in Germany during the opening days of the third world war which is being fought with conventional weapons. The man responsible for his squadron, plus two other tank platoons and a mechanised infantry platoon assisted by antitank vehicles, is Sean Bannon. In the role of Sean you must take control of the war theatre and utilise your arsenal to full effect.

Once you have signed on at the file selector you will then be given your first assignment. As Private, this will not be too hard but as you progress in rank, so the missions increase in difficulty. A map showing your platoon's squadron, enemy squadrons and any surrounding countryside will be displayed

along with a notebook telling you exactly what to do. From here you can also set the time for an artillery bombardment. Once you have read the notes and jotted down your directives, you can then proceed to the battleground by clicking the cross-swords icon.

The Russian units will take a little time to arrive so it is best to direct your squadrons into the

formation you will require when you eventually engage the enemy. The main display is split between your four squadrons and each one can be selected individually. Through the many icons you can choose to view the map, the tank view or the damage summary sheet.

Each tank platoon is capable of emitting a smoke cloud which will hinder the

enemy's accuracy when firing against you and should the enemy do the same you can switch to infra-red. Each tank comes with a variety of weapons including; HEAT – a high explosive anti-tank round; MACHINE GUN – which has an infinite amount of rounds; and the SABOT – an armour-piercing tungsten shell. When

TOOLS OF THE TRADE



Switches between the map and the platoon.

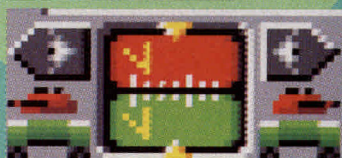
You will be able to view the battle from the tanks.



This will allow you to monitor any damage.



Swaps between small and large views.



The turret can be rotated 360° which is shown on the compass.



If the enemy are getting too accurate then you can release smoke from your tank's exhaust.



To counteract any smoke emissions you can switch on the infra-red which will pick out the enemy.

You begin your missions as a Private but your rank will eventually increase.

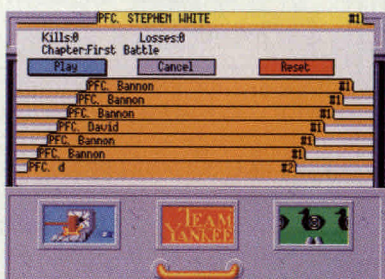


(Left) Beginners should select the practice option as this will help to accustom them to the controls of Team Yankee.

ALEX

Comparisons are bound to be made between Empire's Team Yankee and of course, M1 Tank by Microprose. Team Yankee, though, is heavily influenced by arcade action instead of being a full-blown simulation like M1. Even so, it requires great thought and although the game takes just a few minutes to learn, it'll take many a game before you'll be really proficient in commanding an MBT. Ample variation is provided by the vast number of options available, and the progressive difficulty levels make Team Yankee a game to look out for.

When you sign on it will be only as a Private but if you follow out your orders and complete your missions successfully then you will be up for promotion in no time.

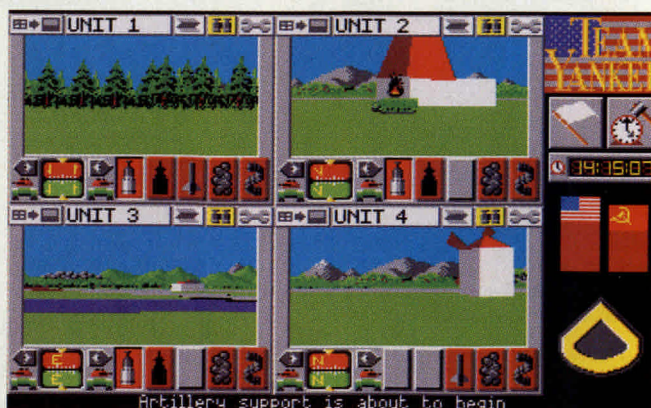


(Right) On entering your name on the file selector you will then be presented with the Battle Map. From here you can select certain objects and glean information about them.



UNIT 1:
Consists of two M1 Abrams tanks and two ITVs.
This is Team Yankee's HQ Platoon.

(Above) There are four tank platoons altogether and each one can be accessed individually through the main battle display. The binoculars icon will allow you to enter the main tank of each squadron.



GRAPHICS

Team Yankee comprises 3D graphics for the scenery and perfectly recreated tanks that are magnified. This means that a great amount of detail can be included.

84%

fired, via the lock on target, a weapon will take a few seconds to be reloaded.

From the map screen you will be able to direct your platoons. Movement is conducted through a cross-hair. Once the destination has been set, the platoon's speed control bar should then be raised until full speed has been attained.

WHITEY

While not as true to life as M1 Tank Platoon, Team Yankee offers an excellent introduction into simulated software. There is a fair amount of strategy required but that essential ingredient of being able to blast things away has not been neglected. When I first saw the game I was a little concerned about the number of icons present on the screen. This proved to be no problem at all and I found Team Yankee extremely easy to get into. The graphics are fast and relatively smooth and the tanks have been superbly animated with great attention to detail. Empire are definitely on to a winner with Team Yankee. This has to be a must for anyone with a line up of strategy games, and almost sits on the top of the pile.

The enemy platoons also appear on the map as well as villages and forests. The forests provide excellent cover and some contain dirt tracks where the enemy can often be found hiding.

Once you have completed your mission, you will be informed of how well you performed and accordingly promoted. It will then be on to the next mission which will be slightly harder than the last.

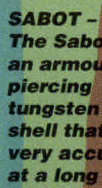
DOUG

I found Team Yankee great fun. Although the game isn't as heavy a simulation as the likes of M1 Tank Platoon, it's still very strategic and requires a great deal of thought and calculation. The graphics are superb and the way they magnify is brilliant allowing for a lot of detail. The ample number of options makes the game's lasting appeal considerably longer, and the game gets gradually harder as you progress through the various missions to keep it challenging.

WEAPONS



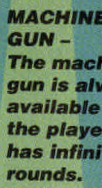
H.E.A.T. - A high explosive anti-tank round that proves very effective against the enemy.



SABOT - The Sabot is an armour-piercing tungsten shell that is very accurate at a long distance.



TOW - The Tow is a high-range anti-tank missile. The Tow missile can only be fired when the tank is stationary.



MACHINE GUN - The machine gun is always available to the player and has infinite rounds.



SMOKE - A smoke grenade which allows enemy vision to be obscured until it clears.

As the enemy progress towards the village and your platoons, you decide to place a squadron on the outskirts of a forest which provides excellent camouflage.



The enemy produces a smoke screen and visibility is reduced. Fortunately, you are armed with infra-red detection which reveals the enemy.



AMIGA ACTION

OVERALL RATING

82%

(Below) On conferring with the map, you discover that the Russian tank platoons are on their way. You must then disperse your platoons to their best advantage in battle.



A LESSON IN MANOEUVRES



The magnify option allows you to see each platoon at close range.



To get an overall view of the battle, it will sometimes be necessary to zoom out.



Once your units have reached their destination their speed must be reduced to zero.

This reduces vehicle spacing to 50m.



This increases vehicle spacing to 100m.



Places all vehicles in a line abreast to each other.



Places all vehicles in a line ahead of each other.



Places all vehicles on a left to right diagonal.



Places all vehicles on a right to left diagonal.



Places all vehicles in a wedge formation.



Places all vehicles in a Vee formation.

UBISOFT £19.95

PICK'N'PILE

Simple ideas often turn out to be the best, as many software developers find out. Tetris for example must be one of the most widespread games ever across the range of various computer formats, even gracing the arcades. The current trend for puzzle games is outlined by the increasing number of them available on the market.

The idea of the game is simple. An avalanche of objects falls from the top of the screen and lands in a heap. Your job is to clear the screen of all the coloured steel balls by piling matching balls on top of one another. Unfortunately you can not simply put one ball on top of another as it will roll off, so support from other objects down either side is necessary.

Supporting steel blocks can

be achieved using any object, although it is only possible to move certain objects. Removing an object below other objects can cause the balls to tumble, which can be used effectively to eliminate more than two steel balls at a time. Failing to clear all the steel balls within the set time limit results in the loss of a life.

Other objects include bonus squares which are added to your initial score when you destroy two or more balls. On later levels you get obstacles such as fire which cannot be moved and will spread if a space is left available. Devils cause the timer to decrement twice as fast if they are left roaming around the base of a column of steel balls.

GRAPHICS

The graphics are very simple, and not too varied. Luckily, games such as this do not rely on graphics to sustain interest.

58%

SOUND

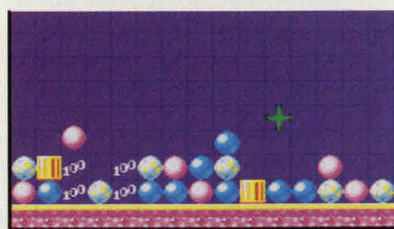
No in-gametime and sparse sound effects. The only constant sound is the ticking of the clock, which thankfully can be turned off.

38%

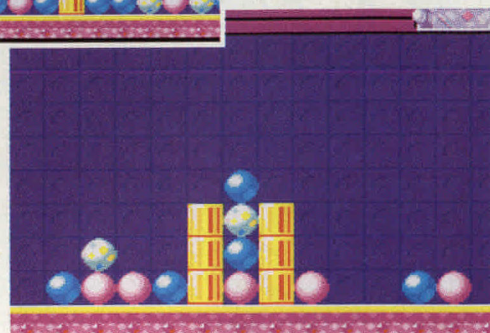
DOUG

Last month we saw Ocean's latest puzzle game, *Puzznic*. Like all puzzle games it relied mostly on its addictive play. However, is also very important, and a simple puzzle game is not worth the disk it's written on; this, unfortunately, is where *Pick'n'Pile* fails: it is so simple it is unreal. On your first go it will seem to last for ages, and if, and when you do die there's no way you'll want another go. Not the sort of game I would like to spend my money on.

If you're lucky a majority of steel balls may form columns as they fall. This can give you a head start on even the higher, more complex levels.



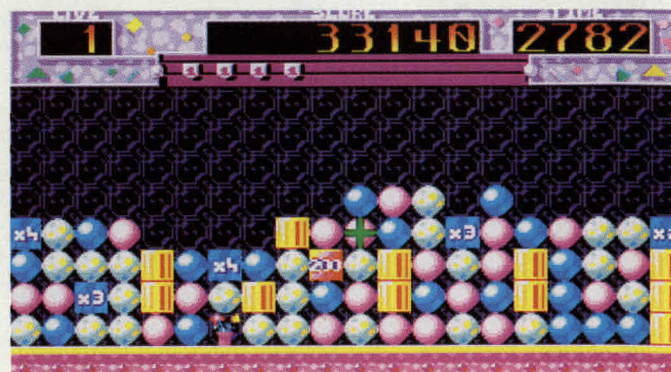
Creating columns of balls without support can be tricky, as balls tend to roll around! Use the bricks to support the balls. Seems very simple, eh?



A column needn't just contain steel balls. Include bonus squares and you can multiply the points you get for destroying balls.



Beware, fire kills! Leave too many empty gaps around fire and it spreads. Eventually it will spread to the bottom and stop you smashing balls.



Oh no! Time's running seriously low and there are still stacks of balls to destroy. But don't panic as the crisis will only get worse.

OVERALL RATING

60%

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Some people out deer fink I talk like a Teenage Mutant Ponsey Turtle Prat, Well I ain't Dudes, I hate Turtles. Any Dude says I'm like them naffy Turtles and I'll ave im. Got that Dudes. Its NILBOG who acts like a Turtle, and e's a prat anyhowws.

Ta Ta For Now Dudes,
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COMPILATIONS

COMPILED

DOMARK £29.99

WHEELS OF FIRE

CHASE H.Q.

Ocean's race game arcade conversion was a bit of a failure. You are a cop who is intent on busting criminals and your department, the Chase H.Q., has come up with several leads that could result in positive convictions.

A turbo-charged Porsche has been placed under your command and this car will prove invaluable in stopping the escaping convicts.

You must stop them by ramming them until they eventually give up but you'll have to keep your eyes open at all times as civilian cars will also be present on the roads to provide additional hazards.

Although Chase H.Q. was incredibly successful, the conversion wasn't too good and suffered terribly from a severe lack of speed.



POWER DRIFT

You choose your driver and wait for the start light. As soon as it hits green, you stamp down on the accelerator and you are away. Power Drift features 27 stomach churning circuits. Only the best drivers make it to the finish line, safely!

This was an almost impossible conversion and the result was a failure. There was no feeling of speed and the graphics were messy and very unclear.

Not one that we would recommend as the gameplay has been severely neglected.



waiting to be snapped up.

We finish our little jaunt into the world of compilations with Platinum from U.S. Gold/Capcom, Wheels of Fire from Domark, In Action from Accolade and the Power Pack from Beau-Jolly.

TURBO OUTRUN

After the highly successful Outrun, U.S. Gold snapped up the sequel and improved it.

The race takes place across the United States and comprises 16 different stages, each with individual hazards and pitfalls. With your girl by your side, you must negotiate the twisting roads while avoiding the other cars, lorries and road barriers.

Every time you hit an obstacle, the car flies into the air, spins and then falls to the ground with a crash, throwing you and your girlie onto the roadside. Failure to beat the time limit will lose you a life and possibly any chance of qualifying for the next stage. Good racing fun which improves dramatically on the original which wasn't so hot.



OVERALL RATING

68%

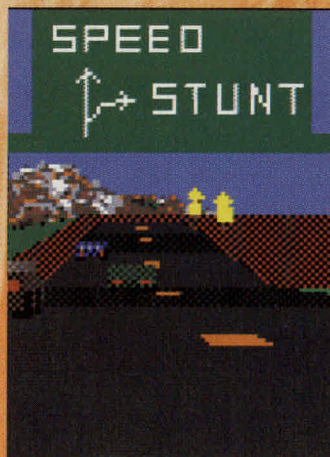
HARD DRIVIN'

Domark took on a major project when they decided to adopt the arcade conversion of Hard Drivin'. The game was highly successful in the arcades and the conversion wasn't bad at all.

Each track is represented in 3D and contains plenty of loops, turns and straights. The car can be either automatic or manual, although manual is advised for

beginners. The sound effects are very good as are the 3D graphics, although there are a few glitches here and there.

We found the control system a little awkward and there was a distinct lack of speed. Speed is a major factor in car games and those games that suffer from lack of it normally fall by the roadside (sorry about the pun)!



COMPILATION CONCLUSION

There isn't really a great deal to recommend on Wheels of Fire. Very rarely do racing games put across exactly what they are attempting to portray - speed. Apart from Turbo Outrun, all the other games suffer from this.

Wheels of Fire doesn't really offer good value for money and there are far better race games around that could have been used. The only saving grace of the compilation is Turbo Outrun.

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IN ACTION

FAST BREAK

Accolade mainly specialise in simulation software, although they are not pure simulation writers. Fast Break tackled the sport of basketball and although presentation was excellent, the game just lacked addictiveness.

Fast Break is computer basketball with three-on-three full court play, where you select and

run the offence and defence, who'll start at guard, at forward and at centre. With Fast Break you work out the strategy.

There has never really been a decent basketball game on the Amiga and although Fast Break is probably the best of the lot, it still does not come up to scratch.



BLUE ANGELS

Accolade's truest simulation was Blue Angels which was released at full price fairly recently. You command the Blue Angels, a U.S. flying display team. You gain points for performing correctly and one you have qualified you can then run an air display in front of the public.

Blue Angels wasn't a bad game but it relied very heavily on pressing the right keys at the right time. A helper was included but it was far too infuriating trying to remember the key combinations.

There are some very nice external views of the planes as well as a replay but there is just something about Blue Angels that lets it down.



4TH & INCHES

There are many footie games around at the moment but none of the American football games have really taken off. Unfortunately, 4th & Inches is one of them.

The graphics are very good and the display is clear and well defined. The problem is that American football games do not really lend themselves to computer

conversion and the game is boring and repetitive.

Accolade's games are normally of a very high standard but 4th & Inches did not impress us and should never have been put onto a compilation unfortunately it does let the whole thing down somewhat.



GRAND PRIX CIRCUIT

As far as racing games are concerned, Accolade have done exceptionally well. Test Drive set the standard and Test Drive 2 established Accolade as one of the best car game designers.

Grand Prix Circuit was their racing car equivalent to Test Drive and required you to charge

around selected race tracks of the world in an attempt to become Grand Prix Champion.

This game was very good in its time but it does seem a little slow now. The graphics are up to Accolade's usual standard as is the sound. Probably the best of the games on In Action.



COMPILATION CONCLUSION

It is unfortunate but it seems that Accolade have created this compilation out of their worst products. They invariably produce good games but In Action's only saving grace is Grand Prix Circuit.

Blue Angels isn't too bad but will only appeal to ardent flight simulator buffs. Hopefully, Accolade's next compilation will be a little better.

OVERALL RATING

65%



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**XENON 2
MEGABLAST**

THE POWER PACK



After the incredibly successful Xenon, the Bitmap Brothers shocked the gameplaying world with Xenon 2 – Megablast. The graphics are superb and the sound, from Bomb the Bass, has to be heard to be believed.

It is probably one of the best shoot 'em-ups ever and everything that makes up a good blast is there; scrolling backgrounds, plenty of furious action and superb graphics.

Xenon 2 is definitely the jewel of the Power Pack and warrants buying the compilation by itself. This is the Bitmap Brothers at their best and hours of fun is guaranteed.

TV SPORTS FOOTBALL

Where Accolade's 4th & Inches failed, TV Sports Football succeeds. You play the part of both management and player in this American football sim and although there are elements of strategy, ultimately it is still an arcade game.

Each team member is animated and the games look extremely realistic, even down to

the crunching sound of metal against metal. The management side of the game goes into great depth while avoiding being too boring.

TV Sports Football is a very interesting game that is both enjoyable to play and watch, although it may only appeal to sports fans.



LOMBARD RAC RALLY

Mixed feelings surround Lombard Rally. It is one of those special games that you either love or hate. Up till the release of Test Drive 2 and Toyota Rally, Lombard was the best in-cockpit driving game around. The graphics were very realistic and the circuits moved

smoothly and fairly quickly giving a distinct feeling of speed.

You could do a lot worse than to buy Lombard Rally, and now that it is part of the Power Pack it is definitely worth it. A sticker is also included in the packaging. What more could you ask for?



BLOODWYCH

This unique fantasy role-playing game allows for a very high level of interaction with the environment. Another spawn from the Dungeon Master setting, Bloodwych was a very competent game. The graphics were superb and gameplay riveting.

It featured a split-level screen with plenty of

alien creatures that came complete with their own personal statistics. This made the game highly enjoyable and more realistic.

Bloodwych is an excellent game and Beau Jolly have done very well in getting it onto a brilliant compilation that is worth every penny.



**AMIGA
ACTION**

OVERALL RATING

84%

COMPILATION CONCLUSION

The Power Pack offers great value for money. Each game is of a very high standard and all have done very well with review scores. Out of all the compilations in this feature this has to be the best, closely followed by Platinum. Both will secure a great deal of enjoyment over the Christmas period.

Xenon 2 has to be the best of the bunch but they all add up to make one hell of a compilation. If you are after four excellent games for an attractive price then look no further than the Power Pack.

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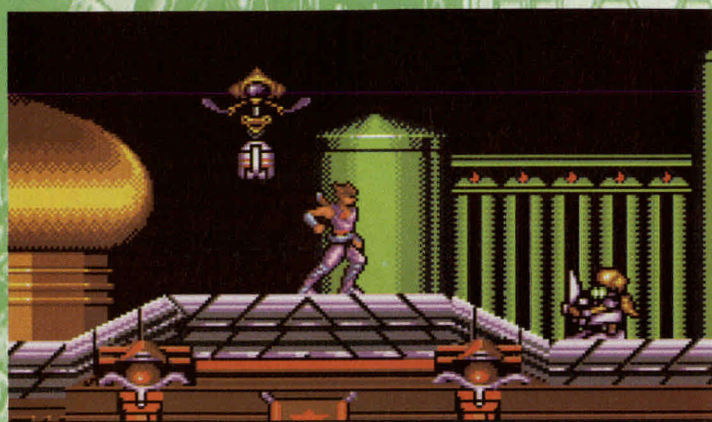
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PLATINUM



STRIDER

Strider was very popular over all formats but the Amiga version held the monopoly. As Strider, your task is to infiltrate the Russian Red Army and return enemy secrets to your superiors. The strider is armed with a deadly sword that will cut down anything and anyone in its path.

As Strider you must leap around the platforms in an attempt to infiltrate the enemy base. Soldiers are out to get you and you will need to avoid them as well as laser cannons.

Frantic action as well as large, animated sprites all add up to make Strider a very enjoyable game. Presentation is excellent and will keep you glued to your monitors for ages. Excellent: 2 out of 4 so far.



FORGOTTEN WORLDS

Emperor Bios, the God of Destruction, has begotten eight evil gods who were destroying all known civilisation. Two superior warriors are on their way to fight back against the evil demons and rescue the world from Bios.

Although Forgotten Worlds did very well

with all the other magazines, Amiga Action didn't really rate it.

Although the graphics and sound were very good, the control system was so awkward that it was practically impossible to get anywhere in the game.

GHOULS 'N' GHOSTS

Princess Hus has been kidnapped by an evil demon and is being held against her will. Arthur is her knight in shining armour and he has set off to rescue his beloved. The land his must travel across is full of dangers and traps.

Arthur can collect weapons along the way and these will help him to dispel the enemy before they can sap his energy, leaving him as a pile of bones. At the end of each level he will be faced with a major problem. What this is, you'll find out.

Although the sequel is much better, Ghouls 'N' Ghosts is still excellent game and one that offers plenty of long term enjoyment and a task that will make your hair stand on end. Great fun.



BLACK TIGER



This has to be one of the best platform games around. You play a viking figure as you attempt to stop three evil dragons from overwhelming the land in darkness and death.

Black Tiger takes place over several levels full of platforms and evil demons. The warrior under

your control is armed with a mace and shield which he can use to destroy the enemy hordes and deflect their blows.

It's excellent value for money even at full price and as part of a compilation it is a game that should not be missed. Platinum is off to a very good start.



As part of the compilation it isn't too bad but it is nowhere near as good as the other games included. It doesn't let down the compilation in any way but it certainly does not in enhance it. The control system used is just too awkward to use.

AMIGA ACTION
OVERALL RATING
84%

COMPILATION CONCLUSION

Platinum has to be one of the best compilations around this Christmas and offers plenty of really good games for a very attractive price.

The only duffer is Forgotten Worlds but this still doesn't spoil the collection. All the other games included did very well in the Amiga Action reviews and, therefore, Platinum should definitely be top of your Christmas list this year. You won't regret it!

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AWesome

You always knew the time would come when money was tight and the crew under you were becoming restless. The months spent on this ship proved too long for your colleagues, and they needed a break otherwise things could get nasty and you could have a mutiny on your hands. You didn't gain your wings for nothing, so you decided to put your present mission on hold and indulge in a spot of trading.

The mission to Skillion was fairly unsuccessful, so you'd hoped for more luck on this one. Your destination is Octarian, but this seemingly placid system is threatened by a militaristic race, the Homikahns, as the Octarians have refused to allow these violent people to trade. There is one small problem, though. The Homikahns will not take no for an answer, and if they cannot trade with Octaria, no one will. They have the power to destroy this peaceful system, and will soon use this force to crumble the Octarians to dust.

The system of Octaria is made up from eight planets. The mission you'll undertake is one where medical aid must be taken to Aquoss, a sea world only light years from the Sun. Each of the eight planets must be visited in order to complete the numerous contracts that you'll be offered. On completion, your ship will be filled up with a limited tonnage of fuel, which, if used wisely, will allow you to travel to your next

contract's destination.

Awesome is made up of four different styles of gameplay. The first is similar to US Gold's Rotox, taking an overhead view of Elapidae, your Cobra class Rr4.

The joystick allows you to rotate your craft either left or right, and

moving the stick up or down will make the Elapidae thrust forwards or backwards depending on the direction you pushed in. This style of gameplay occurs when under attack by foes such as bombers, strange organics pods or even escorts, as well as when you have flown into the midst of a meteor storm.

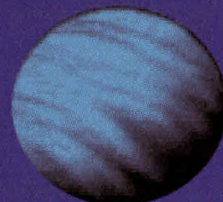
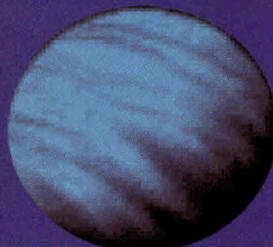
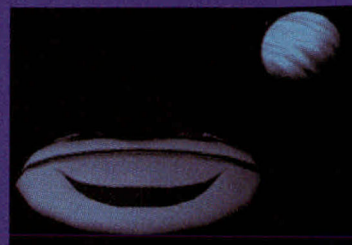
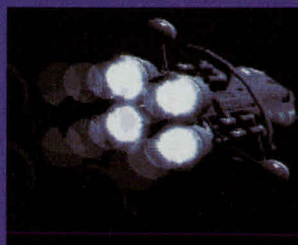
After making your way to the planet, you may find that your flight path is blocked once again, but this time by a huge space serpent. These fowl creatures fly around the planet's surface waiting for unsuspecting space-users to come along. They attack with aggression, and you can only pass when they have been defeated.

Once you have broken through the planet's atmosphere, the pressure is piled on once more, as skimmers zoom pass, letting fly countless bolts of energy from their lasers. It is possible to cut damage down to a minimum, by quickly locating the landing pad and dispatching your troops. Three grunts are at your disposal, their task being to find the entrance to the underground installation. Inside, more information on the Octaria system will be revealed, and your next contract signed and sealed.

ALEX

Yet again Psygnosis have produced another excellent piece of software. The introduction is brilliant, and superbly helps set the scene for Awesome. The combination of the varying styles of gameplay is fabulous, and the challenge is one that'll keep you coming back for more and more. That said, I don't think that Awesome is quite up to the standards set by the Killing Game Show, and the main thing to consider is the asking price of 35 pounds (including free T-shirt!). Mind you, the T-shirt is very nice!

IN SPACE, NO ONE CAN HEAR YOU SCREAM



MISSION ONE: MEDICAL AID FOR AQUOSS

AMIGA ACTION

OVERALL RATING
80%



1. You begin the mission with nothing but an upgradeable Cobra class Rr4 and a full complement of crew. You must learn to use your ship quickly as soon, all hell breaks loose and swarms of fighters are buzzing around your craft.



3. Again your journey is interrupted, by a meteor storm. You have flown straight into this perilous shower of rocks.



6. Once you have touched down, your troops pile out and, under your control, make their way to the opening to the underground installation which is guarded by a huge fire-breathing insect - Argh!



7 At last, you've made it. All of that endless battling was well worth it, as the money collected from the bounties is extremely useful for buying extra weaponry. On top of that, your last task can be completed and a new contract arranged.



2. After successfully defeating the horde of alien spacecraft, you have five minutes to yourself to allocate the remaining energy of your ship. It seems your shields were heavily damaged during the attack, so I think it is best to channel more power down to the force fields, don't you?



4.) At last, the planet is in sight. All looks good, that is until a huge space serpent lunges towards you from behind the planet. This beastie takes more than just a few shots to defeat, so make sure you hit him and not vice-versa.



5. A vast expanse of water is revealed when you break through the planet's atmosphere - mind you, it's hardly surprising as Aquoss is also known as the sea world. You are greeted by hostile land-skimmers, the landing pad must be found quickly.



WHITEY

Psygnosis must produce games on an assembly line with the number of products they are bringing out. Fortunately, most of their releases have been superb and Awesome changes nothing. The quality of intro sequences has been established by Psygnosis and I pity anyone who tries to follow their examples. The asking price is a little steep but you do get a T-shirt which is of a very high quality. Awesome is an excellent game and one that I would highly recommend.

DOUG

I wasn't sure if I was going to like Awesome, but just one go rid me of this uncertainty. The various levels give the game quite a bit of variety, and some of the levels on their own would still be a lot better than most of the other software around these days. The only problem I can find with Psygnosis is that with all the brilliant games they are bringing out people won't be able to buy them all - although I think it would be a good idea to make the T-shirt optional and reduce the price.

GRAPHICS

Awesome's graphics are simply that - Awesome! Everything is first-class, from the ray-traced introduction sequence to the in-game sprites and complicated back-drops.

84%

SOUND

The sound is out of this world. The in-game sound is superb, and the music that accompanies the frantic action is not to be missed. Psygnosis should release a record.

81%

ARC £19.99

DEFENDER II

Apart from Space Invaders, Defender is probably the most well known oldie that was at the arcade oh so many years ago. When it was released it broke new barriers, with super fast and colourful graphics, and a whole array of different aliens to combat with your small selection of weapons. Although games have come a long way since then, a lot of them still fail to grab the fast and furious action that appealed to so many players.

One person who managed to incorporate both these qualities into all of his games was Jeff Minter. With his psychedelic colours and a whole host of different animals he brought out game after game, all of which were immensely popular, and pretty inexpensive; and it is probably for these reason that he is the man behind Defender II.

Defender II is basically the same as Stargate the original Defender sequel, but with upgraded graphics and sound, plus a larger selection of weapons for you to use against the hundreds of deadly aliens. The game is quite a bit faster than the original, and certainly a lot harder, so to save you having to play the same old levels over and over again there is a warp code every few

GRAPHICS

Defender II hasn't got the best graphics I've seen, but they move very fast and don't slow down no matter what's happening on the screen.

58%

SOUND

The title tune to Defender II is absolutely mind-blowing, with sampled guitars and other instruments. The sound effects are just as superb as well.

90%

levels to enable you to start from that position instead.

Although Defender II is the main attraction, it is not the only game that you get when you buy the package. Also contained on the disk are copies of the original Defender and Stargate with the same old graphics and authenticity.

DOUG

Even with the thousands of games that have been released since the I first played Defender II it still rates very highly. Including the two original Defenders was a nice idea, but I doubt whether anyone will really play them considering how good Defender II is. The only slight grief I had was that the game was just slightly to fast, although this didn't detract. If you're after a classic shoot'em-up, look no further. Welcome back Defender.

WHITEY

Defender II just goes to prove that the old formula can prove to be the best. Atari have made a very good move with this release. It could so easily have failed and it is nice to see that they have bundled the first two Defender games in with the enhanced version. Graphically, Defender II is far superior than the first game and the action is much more hectic and action packed. This is definitely a worthwhile addition to your collection.



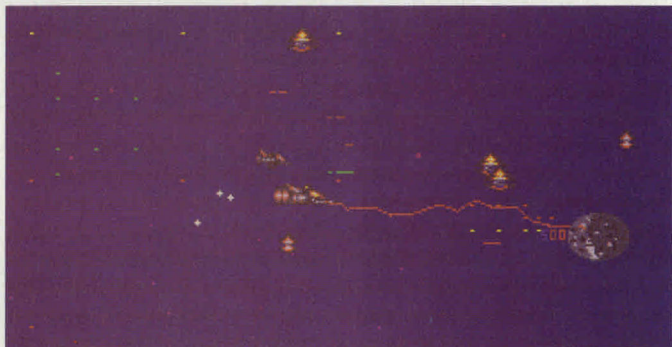
Stargate was the proper sequel to Defender, and Defender II is really just an upgraded version of it, with a bit more added. But when the game's as good as this one, who's complaining! Get out there and save those humans from a fate worse than death.



OVERALL RATING

77%

(Above) Using the mouse you have total control over the movement of your ship, but the weapons are a different story. Smart bombs, lasers and everything else are activated by various keys on the keyboard.



Wow! there's a whole load of weapons at your disposal in Defender II, each one helping in a slightly different way. But by far the best one is the smart laser. With one tap of the button it is unleashed and homes in on the enemy and blows it away.



Well, you wouldn't have guessed that Jeff Minter had something to do with this game. Loads of psychedelic colours, hundreds of deadly aliens, a larger selection of weapons fast and furious action: far out man!

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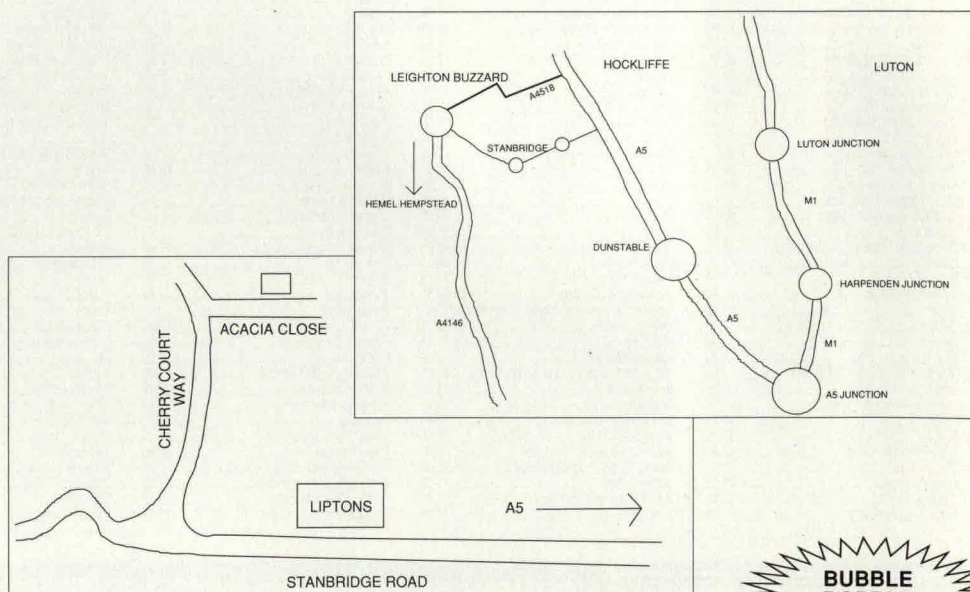
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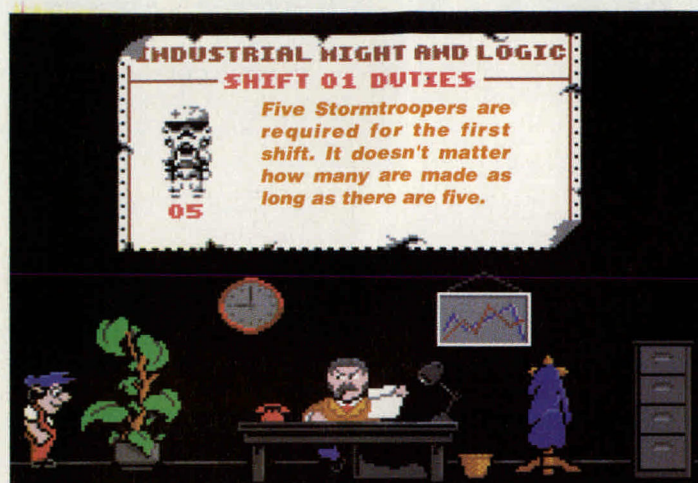
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NIGHTSHIFT

The toy industry is booming at the moment and the firms are battling for supremacy over the ever-buying public. Toys are now a valuable commodity and the company that can produce the most will definitely hold the monopoly.

IML (Industrial Might & Logic) are out to take the title as best toy developer ever and they have hired only the best staff to man their toy-making machine – BEAST. IML hires only those that are willing to work and those that fail them are instantly dismissed. They specialise in the production of miniature figures which include Indiana Jones, Luke Skywalker, Darth Vader, R2-D2 and C3-PO. You'll notice that these are all members of the Lucasfilm family.

You witness the IML ad in the newspaper and instantly make your way to their offices. On visiting the boss you are given the job and told of your first task. You must make five Star Wars Stormtrooper toys within a certain time limit. Fail and you'll be booted out of IML.

On walking onto the shop floor you are confronted by BEAST. Standing 100 feet tall and full of complex machinery, you can see why it has been nicknamed BEAST. The first thing you'll have to do is power up the generator which is performed by leaping onto a bike and pedalling as fast as you can. Once the generator is on full power you must then leap up to the top of BEAST and toggle certain switches that control vats and conveyor belts. As soon as the whole process has been established, the toys will start popping out of the machine.

The action really hots up once the toys are coming out on the production line. You'll have to make sure that when the heads and bodies are assembled in the right order. No one wants to buy toys that have the heads and bodies mixed up. This is where the switches come in as these can be altered to either left or right movement. This way any unwanted bodies or heads can be got rid of so that they eventually affix correctly. The toys will change colour but provided the correctly coloured heads match the bodies then you will be okay. Any multi-coloured toys will be trashed.

WHITEY

Lucasfilm are probably the best software house around in my book. Their games are always of a very high standard and it is obvious that a great deal of research and care goes into their products. Night Shift is consistent with Lucasfilm's past excellence and the concept is both original and great fun. The graphics are very good and BEAST has to be seen to be believed. The loading is a bit of a problem as it does take a little too long but Night Shift is still an excellent game. I am a great fan of Lucasfilm games and believe they are one of the best development teams around. See Santa, immediately.

GRAPHICS

The BEAST is fantastic and very daunting. Some neat little touches here and there spice up the fun and the main character has been animated well.

80%

SOUND

Plenty of mechanical effects that make BEAST sound just like her name implies. The main tune is also very pleasant as are the in-game effects.

83%

ALEX

Nightshift is yet another excellent game from the capable hands of Lucasfilm. Past releases include the superb *Battle of Britain* and *Battlehawks 1942*, as well as their adventure such as the *Indy* quest and *Maniac Mansion*. However, **Nightshift** is totally different from past releases, as it combines arcade action with a game that needs a little thought. The graphics are great, as is the sound, and the game plays like a dream. The end result is a superb game that is well worth buying.

Eventually, time will run out. Time is indicated by a candle that burns down to nothing at which time the shift ends and your progress is checked. Points are awarded for figures made, even though they may be different colours. The points are soon reduced when the number of mistakes are calculated. Once all this accounting is over you will be left with your wage. From here, it is back into the boss's office for either another shift or the sack, depending on whether or not you accomplished your task correctly.

DOUG

When you hear that there's going to be a new Lucasfilm game you tend to think of one of their brilliant adventures, or an action packed flight sim. Well, this time they have ventured into the world of the arcade game and attempted to bring out a quality platform game - and of course they've succeeded in doing so. The game is quite hard to get used to, but once you understand how it works, and what everything does, it plays like a dream. **BEAST** is magnificent and will you gaping with awe. The characters from *Star Wars* and other films are quite nice too. Lucasfilm sneaked in some of their games characters also. Yet another smashing game from Lucasfilm.



Mr. Fixit can use the conveyor belts and loading platforms as a stairway to the very top of **BEAST**. It's easier climbing up than it is to get down!



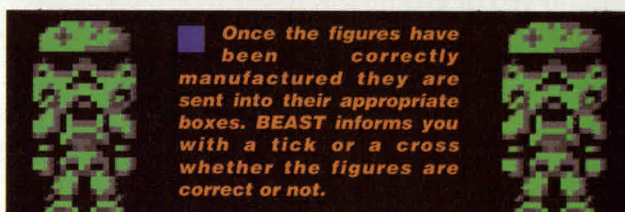
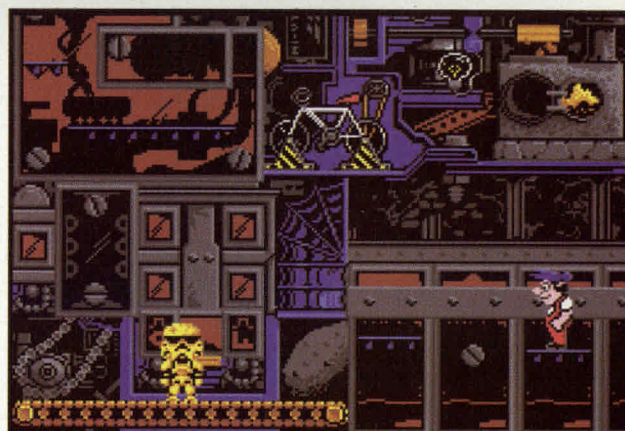
The first thing that Mr. Fixit must perform is to light the burner. He will soon find that the Resin Mixer bolt needs tightening up and the plug kicking in.



At last! The whole system is now running smoothly. The figures have to be the same colour and in the correct order - unlike the one above.



After a long yet pointless stay at the IML factory, Mr. Fixit fails to deliver the specified amount of toys. He is called into the boss's office and given the sack. His contract with IML is cancelled and he is kicked off the premises. Fortunately, IML aren't that mean and they are willing to give him another chance.



Once the figures have been correctly manufactured they are sent into their appropriate boxes. **BEAST** informs you with a tick or a cross whether the figures are correct or not.

AMIGA ACTION

OVERALL RATING

82%

IML OR ILM?



Night Shift's IML actually stands for Industrial Might and Logic and is more apt than you might imagine. When Lucasfilm created *Star Wars* and the *Indiana Jones* movies they set up a special effects company which they entitled ILM. ILM stands for Industrial Light and Magic. The similarity with IML is plain to see. The logo of ILM appears as a magician holding a wand and casting magic into the air. IML have a factory worker holding a spanner and throwing a question mark into the air. A very neat trick I think you'll all agree but it didn't catch any of us out!

At the end of each shift Mr. Fixit's progress is accessed. Correct figures are marked with a tick and a bonus awarded.

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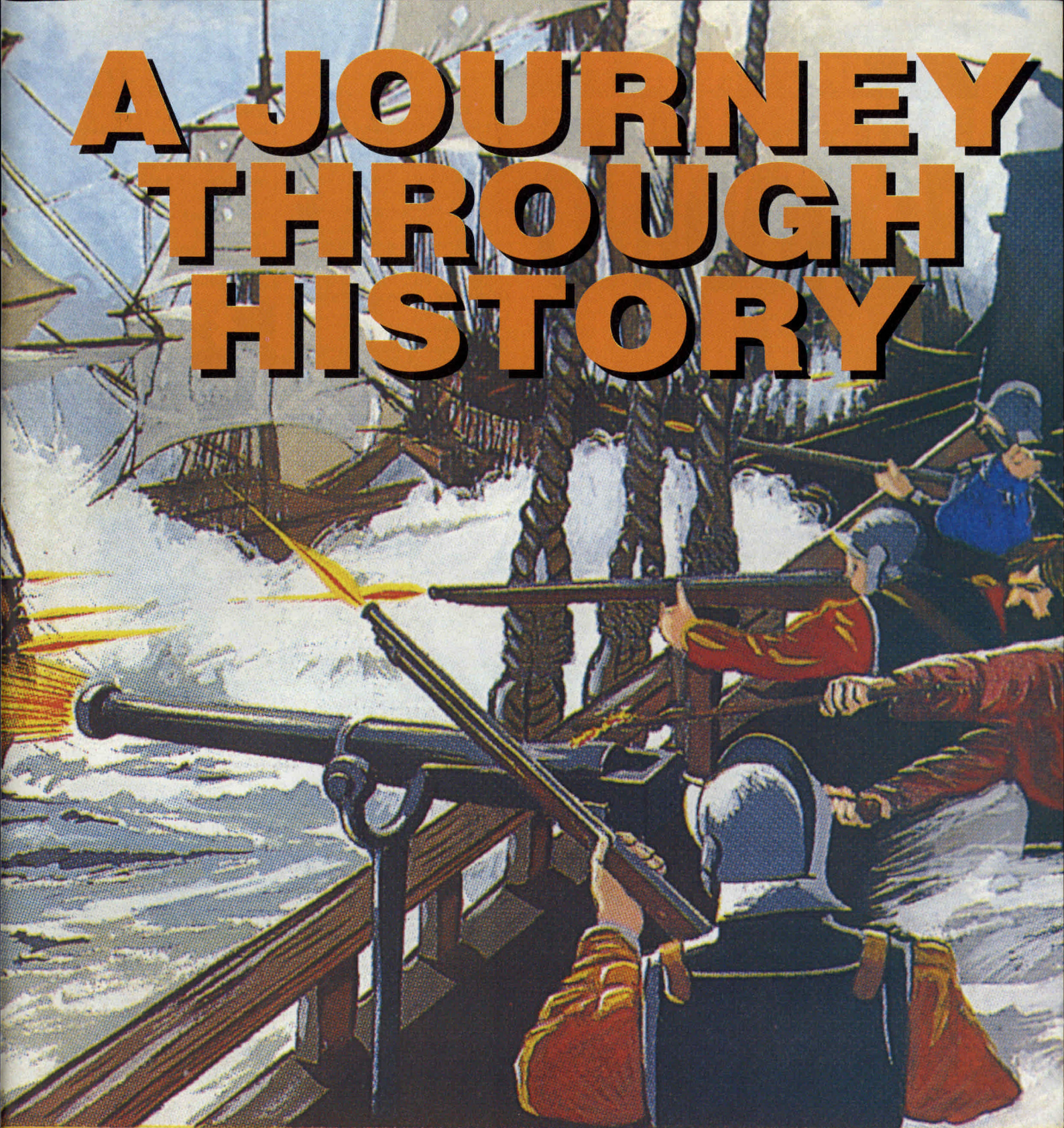
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A JOURNEY THROUGH HISTORY



BATTLESCAPES EXPLORED

Dr. Peter Turcan's Battlescapes have brought a new meaning to interactive wargaming. Borodino and Armada have now been released on a compilation called Battlescapes Twinpack while his latest project, Gettysburg, has just hit the streets. Amiga Action brings you the latest news from these 3D masterpieces and gives you the lowdown on how they fared. The scores have been deliberately set with wargaming in mind as has the review layout. Now, on with the battle and may the best man win!

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BATTLESCAPES TWINPACK BORODINO

Borodino was the first of the Battlescapes games and brought a whole new meaning to wargame realism. It centered

around Napoleon's invasion of Russia and in particular the biggest confrontation of the war

GRAPHICS

The Battlescapes games have brought a new look and style to war games. Borodino was the first to incorporate filled 3D graphics and the overall effect is very realistic.

85%

REALISM

The technical details behind the game are superb. The manual is excellently written and the game reflects Dr Peter Turcan's extensive knowledge on the subject of wargaming.

84%

at Borodino. Although historians would claim that the battle was in fact a French victory, it would be more realistic to say that it was, instead, a bloody draw.

The French lost 570,000 men and almost all the horses – 200,000 in total. They did follow the Russians for a few days after the battle but their advance was so slow that it was more of a crawl. The Russians would not surrender to the French and so Napoleon and the shattered Grand Army left on their retreat back to Paris.

Everything in the Battlescapes world is displayed in colourful, 3D filled graphics which are adjusted accordingly to every view of the compass. The maps that the battles take place upon are recreated from the originals – one is included within the packaging to help you plot your progress.

Commands are dispatched through the command window at the bottom of the screen and although they can prove a little awkward to use at first, the more you use it, the easier it becomes. Multiple commands can be given and these are acted upon

STRATEGY

Although easy to get into, Borodino is a long-winded game and you won't complete it in five minutes. The computer opponent is very intelligent and not easy to defeat. The score will change throughout the game depending on the casualties.

82%

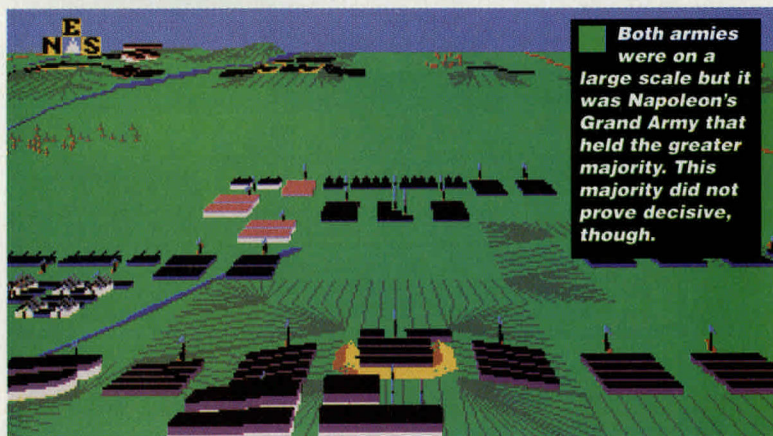
over several turns as the opponent must also fulfill their directives.

As the battle progresses, so the landscape changes and the positions of units. Each unit's statistics can be displayed by clicking on their graphic representative. The battle is won when it is obvious that one of the armies can do no further damage to the other. A tally chart can be called up at any time so that the player(s) can monitor their army's progress.

As soon as the game has loaded, you are presented with a superb representation of Borodino. This is where all the action occurred and where many men met their deaths.



(Below) You can look all around the map by typing in structured command sentences such as 'LOOK S FROM MASLOVA'. The screen is redrawn to from the location you specified.



Both armies were on a large scale but it was Napoleon's Grand Army that held the greater majority. This majority did not prove decisive, though.

Each unit of both armies can be viewed at will. All the information that you will need will be presented to you. Here we see Konovnitsyn's division in line at Utitsa. Once all of your units have been placed you can start to issue out the orders. The orders will be received and carried out as best they can. The real action now begins with charges and cannon fire.



Here we see the Russian Headquarters where the battle plans of the Russian Army were contrived. If the headquarters are attacked then the war may be lost.

AMIGA ACTION

OVERALL RATING

84%



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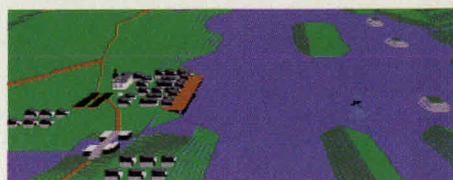
The English fleet sets sail from Plymouth. The Armada has not been sighted yet but they are thought to have congregated south of Plymouth.



AMIGA ACTION

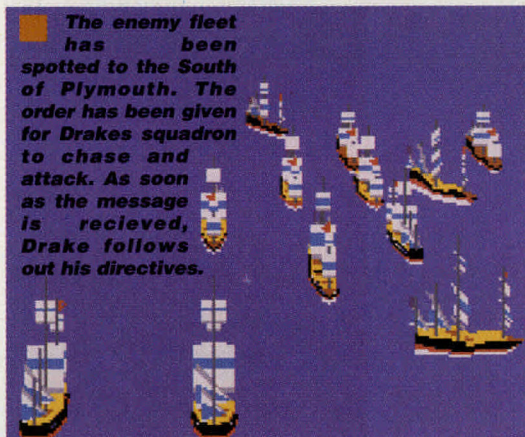
OVERALL RATING

83%

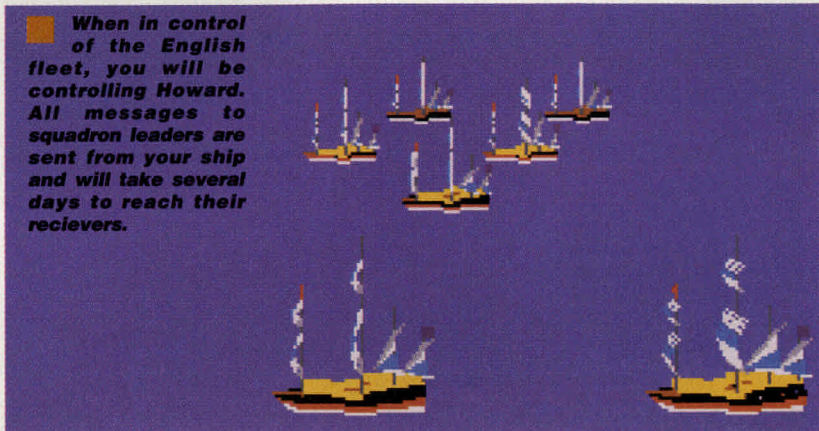


As with Borodino, you can view from all around the Southern coast. This is just as much fun as playing the game itself. Here we see the view from Shore Lake.

The enemy fleet has been spotted to the South of Plymouth. The order has been given for Drake's squadron to chase and attack. As soon as the message is received, Drake follows out his directives.



When in control of the English fleet, you will be controlling Howard. All messages to squadron leaders are sent from your ship and will take several days to reach their receivers.



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BATTLESCAPES TWINPACK

ARMADA

After the success of his first Battlescapes game Borodino, Dr Peter Turcan then turned his ideas to recreating the attempted invasion of England by the Spanish Armada. The concept took a rest from the terrain combat established in Borodino

and took the action onto the sea, which proved that the development system used by Turcan was extremely flexible.

Consistent with most world conflicts, the invasion of England all came down to a disagreement on religion. Spain was a Catholic country led by King Philip II, while England was one of the main Protestant countries and ruled by Queen Elizabeth I. It had been hoped that a Catholic contender for the throne, namely Mary Queen of Scots, would seize power.

Unfortunately, Elizabeth I had Mary murdered. This greatly angered Philip II and pushed him further into conflict with England. It was true that Francis Drake had been plundering Spanish merchant ships at will. Early in

1588, it was decided that an invasion fleet would be sent out and England invaded. The problems for the Spanish were just beginning.

Most of the action within Armada takes place on the Channel, with the major conflicts taking place between the ships. You can look from all around the map, which is pretty extensive, and view all your squadrons. Once again, commands are entered in the command window. These are then acted upon over several turns, allowing for enemy movement.

A map of the South of England has been included so that you can keep a tab on the positions of your fleet as well as the enemy's. The victor is the one

who inflicts the most damage on the enemy.

STRATEGY

Armada requires plenty of well thought out strategical plans if victory is to be assured. As with the real invasion, conflicts normally occur by a chance meeting.

80%

REALISM

The battles are normally quick flurries which end in the enemy sneaking away. This increases the tension and makes you feel as if you are actually there.

85%

GRAPHICS

The graphical displays of Armada are brilliant. The ships have been excellently recreated and there's plenty of fun to be had just looking around the South of England.

87%

TWINPACK THE VERDICT

The Battlescapes games have to be the best around – there is no other war simulator that can touch them. There is great attention to detail in both games and it is this that brings them to life. If I were to recommend one out of the two then it would have to be Armada, but both, as a single package, are definitely worth the asking price and will provide weeks of enjoyment. Battlescapes offers a new form of wargaming and they should not be missed.

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BATTLESCAPES

GETTYSBURG

Dr Peter Turcan has been commissioned to write six Battlescapes games and Gettysburg is his third in the series. Armada established the Battlescapes games as the no. 1 favourite among wargamers and with each new product, they are getting better and better.

Gettysburg was the most important of all the battles that made up the American Civil War. The Confederate Army, under the legendary leadership of General Robert E. Lee, had largely held the initiative. But on the aftermath of the war, it was obvious that the initiative had swung to the North.

Gettysburg recreates the events that led up to the confrontation as well as the actual battle itself which involved 70,000 Rebels and 90,000 Union forces.

The battle was long and bloody and the scene after was of death and destruction. Several individual encounters occurred during the battle but it was the Union army, and in particular, General Howard, who

DOUG

As far as wargames go, Gettysburg has to be the best I have seen. Instead of masses of commands and a boring display, Gettysburg contains a parser that is extremely easy to use, superbly recreated maps and sound effects that enhance the games overall appeal. I hope that people who have not been introduced to wargames take a look at Gettysburg as I think battlescapes games are a worthy introduction to war games.

managed to hold the upper hand.

Gettysburg comes in the same vein as Borodino and Armada. the graphical displays have been enhanced with clearer icons and a far more complex map. It does take a while to draw each scene but this does not detract as battles often require a great deal of waiting.

I must mention the sound here as it is excellent and adds to the game's appeal. This is a real first for Battlescape games and I hope it continues.

REALISM

The atmosphere has been set to just the right level and you can feel the tense situation during the game.

87%

WHITEY

The graphical views of Gettysburg are fantastic and considering all the detail, the screens re-draw extremely rapidly. Sound is also a nice addition and there are some very nice effects. I have to be honest in saying that I believe that Gettysburg will only appeal to strategy fans but for those of you who purchase the game, I can assure you that you will not be dissatisfied.

GRAPHICS

Gettysburg is crammed full to the brim with icons and a map that has been superbly recreated. Cannon fire has also been animated.

90%

STRATEGY

There are many factors to consider when playing Gettysburg and plenty of strategic thinking will be required as the computer is tough.

85%

You are now looking the city of Gettysburg, host to one of the, if not the bloodiest battles of the American Civil War. Gettysburg was the turning point of the War.



You can move the HQ of each army at the end of each phase. Here we see Lee's HQ at the Luthera Seminary. They were often moved as the battle changed direction.



The Union had some fairly heavy artillery which caused a fair amount of problems to the Confederates. This is a view of Union artillery on Cemetery Hill.



The map can be viewed from all angles so as to get the best vantage point. Union Infantry can be seen waiting for action on Culps Hill.



The map seems littered with houses and these did prove to be excellent hold-out positions later on in the battle and in the war. Bliss House is just one of the houses present on the map.

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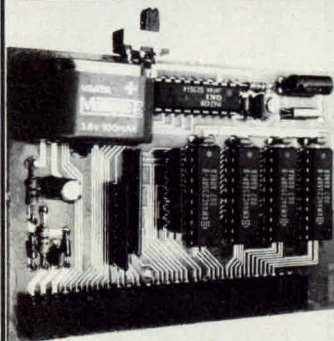
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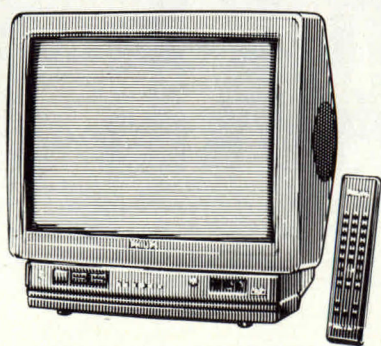
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THE BIZARRIANS

This Bizarrian is probably the least dangerous of the three. With a few quick swishes of the tail this creature can disable attackers in front and behind him.



This animal is a cross between a normal lizard and a dragon. Its fiery breath is almost deadly, but it can come unstuck with multiple attackers.



This creature has managed to acquire the skill of spitting fire, making him especially good at long range. An excellent mount.



The Bizarrians are a breed of creatures not native to the land of Yuria. When Death Adder invaded the land he brought enough of the creatures to supply his men. However, the creatures can be used to your own means if you can get in the saddle.



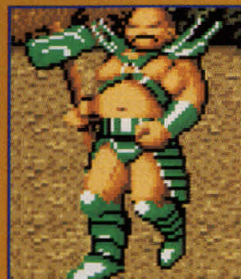
THE MINIONS OF DEATH ADDER



(Left) This man is one of the first of Death Adder's minions that you will encounter. He is fairly easy to overcome by himself.



(Left) Similar to his friend with the mace, this enemy is fairly harmless when on his own. A few good hits and he won't bother you any more.



The most deadly protectors of Death Adder. Disposing of them will be tricky due to the length of their swords. But with a bit of dodging you should have them on their knees begging for mercy.



(Right) With her trusty axe at the ready this evil valkyrie will be ready to attack you at all times. Be careful they don't jump onto one of the deadly Bizarrians that might be wandering around.



(Above) Their huge size gives them quite an advantage, and if you don't watch out they will kick you to the floor or smash you with their hammer before you can reach them.



These dead creatures still have a little life force left in them, but your trusty weapons can put a stop to them. Be careful, for their weapons are slightly longer than yours.

Death Adder's men aren't the only things that will prove to be a problem. A broken bridge is a sign that they have been this way. Just be careful and jump to the other side.



DOUG

I wasn't quite sure what to expect from Golden Axe. The arcade version is so good that it was obvious that the Amiga version wasn't going to match it. The graphics are very good, almost identical to the arcade, and the sound is extremely good as well. The gameplay is quite enjoyable but it is much easier than the arcade, and I completed it on my first go. The game is great fun to play as anyone who has experienced the arcade will know, but if I can beat it on my first go then so will a lot of other people. A nice game, but it most people will fed up with it within an hour. Not one to recommend.

VIRGIN £24.95

GOLDEN AXE



It all happened in one foul swoop. After conquering three other kingdoms, the evil and powermad Death Adder had decided that the peaceful land of Yuria would be

the next link in his chain of power. His forces arrived suddenly, and from all directions, stopping anyone from warning the King and his daughter of the plight that

was about to hit them.

Mercilessly his army rampaged through the land, slaying anyone who had the misfortune to get in his way, until eventually they arrived at the King's castle.

The King and his daughter were thrown into the castle dungeons for the time being, but worse still, Death Adder managed to find the magical Golden Axe, the symbol of the kingdom's power. Unless he was given total control over Yuria, Death Adder would kill both the King and his daughter, as well as destroying the sacred Axe and the hope of the people of Yuria.

The only hope for Yuria comes from outside the kingdom. Three people who have suffered at the hands of the evil Death Adder have vowed to be his downfall. These people will stop at nothing to achieve this and are now on their way to the kingdom.

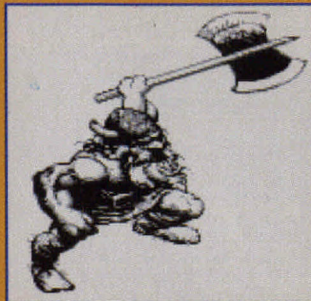
Controlling one (or two simultaneously if you play with a

THE CAST



AX-BATTLER

After arriving home one day just in time to hear the dying screams of his mother, he has vowed to overthrow Death Adder and then hear him in the same pain as his poor mother. Ax-Battler has quite a good skill with magic that is better than Gilius', but not quite as good as Tyris. He also has a good sword skill, and has a rather nifty roundhouse attack for assailants.



GILIUS-THUNDERHEAD

Family bonds are very strong in the dwarven race, especially between twin brothers. Gilius' brother fell at the hands of Death Adder, and for that reason he has vowed to kill Death Adder and then commit suicide and join his brother once again.



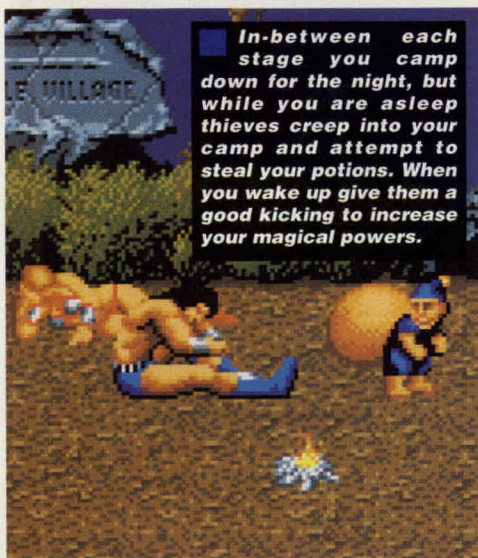
TYRIS-FLARE

Tyris is the last remaining survivor of her race. In one foul attack Death Adder's forces killed every other member of her Amazon race. She intends to slay Death Adder and then Liberate the land of Yuria. Her main advantage is her powerful magic.

OVERALL RATING

74%

A number of screaming people run past you on your way through the village. This is usually a sure sign that a dragon-lizard is up ahead.



In-between each stage you camp down for the night, but while you are asleep thieves creep into your camp and attempt to steal your potions. When you wake up give them a good kicking to increase your magical powers.

Youch! Death Adder's men start to get a little bit on top of you. So with not a second to lose you unleash some powerful magic on them. Gilius can't wield magic that well, but it can, and does, get him out of quite a spots. Tyris has the best magic ability, and when she's got full magic power she can wipe out every monster on the screen.



You make a note of your journey on a dried up piece of parchment. It won't be long before you reach the castle, and Death Adder himself.

friend) of the three characters you must make your way through the land of Yuria to the King's castle where Death Adder is presently staying. Your journey will take you through five separate locations that are being held by the enemy before you eventually encounter Death Adder for the final confrontation.

With just your trusty weapon you will have to fight off the relentless hordes of Death Adder, but there are a few things that can be found and used along the way. The most important is magic. Every now and then a small little creature will race on to the screen carrying a rather large sack on his back. If you are quick enough you can rush up to him and give him a good kick, knocking the contents of his sack to the floor ready for you to pick up.

Some of the enemy forces will attack you riding mounts. These creatures give quite an advantage to the rider, enabling him to use the creatures special attack

WHITEY

The arcade game, *Golden Axe*, was excellent in every way and I am somewhat disappointed at the Amiga conversion. *Golden Axe*, I imagine, must have been a very difficult game to convert and this is probably the best that could have been written. The graphics are fairly good but the game suffers from, what we call the 'Double Dragon syndrome': the game was far too easy. We completed it on our first go. I didn't find it as much fun as Doug and I found that there was a severe lack of playability.

methods; in addition, if you are on one of the creature you will not sustain any damage.

GRAPHICS

Amazing graphics that are almost exactly the same as the superb arcade version. Make the game look astounding. Presentation is superb in every way.

82%

SOUND

Some very good sound effects, but the music that plays during the game starts to get really annoying. It would have been nice if there was an option to turn it off.

74%

JASON

Golden Axe is reasonably enjoyable to play and will provide quality entertainment for a few hours. However, the lastability of the game is severely restricted due to the ease with which it is possible to complete it. After no more than a few hours of play you will have managed to banish the Death Adder. The graphics and sound are of a high level and are almost as good as its arcade parent which is an achievement in itself. To sum up, *Golden Axe* is an enjoyable game but I can only recommend it to fans of the coin-op with cash to spare.

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JASON

Being a role-playing game fan I was looking forward to the arrival of BAT, and I wasn't disappointed. The graphics and sound are very atmospheric and are of the highest quality. Gameplay isn't let down either. Once you start playing it is hard to stop. BAT is set to become a classic game that will keep many adventurers coming back for more.

It's the 22nd Century and surprisingly Earth remains a relatively peaceful planet. Unfortunately, this can not be said about the planet Selenia. This over-populated place is under threat from a psychopath by the name of Vragnor. Having escaped from the clink with the help of fellow criminals, he is threatening

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B.A.T

the future of Selenia. His plan is to blow the planet to pieces using chemical weapons.

Earth certainly can not sit back and allow this lunatic to have his own way, as it would seriously damage business. Selenia is one of Earth's biggest business associates, and the two planets have built up a firm relationship by trading with each other.

This is where you come into

the fray. You are fortunate enough to be employed by one of Earth's crack forces, the Bureau of Astral Troubleshooters (BAT). As their top agent you get the responsibility of being flown to Selenia to seek out and hopefully dispose of Vragnor before he commits the dirty deed.

Your first task is to use the set up screen to decide which powers you feel may benefit you on the mission. Given a certain

SOUND

The soundtrack which plays throughout is fairly impressive, but can get tiresome. The option of sound FX would have been appreciated.

72%

number of units you must distribute them carefully between each power: force, intelligence, charisma, perception, vitality and reflexes.

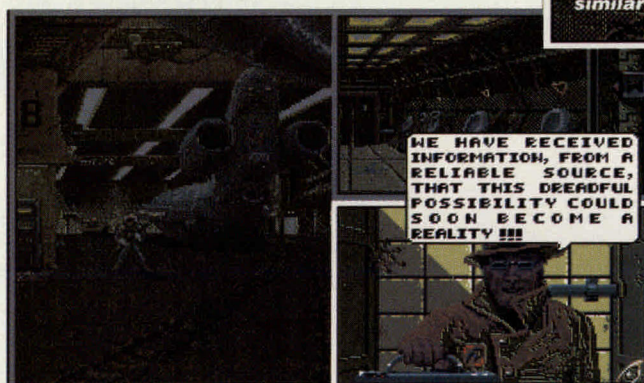
Also from this screen you must buy weapons that will be handed over to you as soon as you arrive at Selenia. At this stage you must save your character details to disk and the game will begin.

BAT is a role playing game set

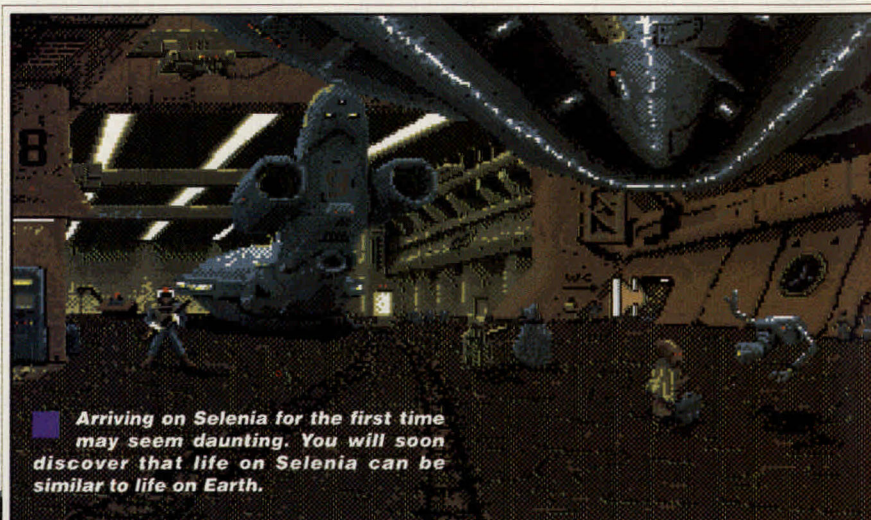
Your first task is to create your character. You must also purchase here any weapons you feel may help you on your mission.



Would you talk to this strange man in a public toilet? It may be advisable as he details your mission and gives you weapons.



Super heroes still need to eat and sleep but dossing on the floor is certainly not recommended. So why not spend a night in the expensive Astroport hotel?



Implanted in your left arm is your computer containing four different programs. This particular program gives information on your physical condition.



Guards on Selenia have the difficult job of keeping law and order. Stepping out of line can be dangerous, so behave!



THE NORTHERN AIRLOCK
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THE DOOR OF THE NORTHERN AIRLOCK IS THE ONLY WAY OUT ONTO THE SELENIAN DESERT. IT'S POSSIBLE TO HIRE A DRAG HERE (VEHICLES ADAPTED TO THE EXTREMELY HOSTILE DESERT CONDITIONS). TO THE RIGHT, THE A-312 TRUNK ROAD LEADS TO THE SEEDIER PARTS OF TOWN, WHEREAS THE ROAD ON THE LEFT LEADS TO THE FAMOUS ARTIFICIAL PARK.

GRAPHICS

Graphically, BAT is very impressive. Total Recall-style backdrops are mixed with exceptionally good animation and sprites.

82%

in over 1,000 different locations, and is totally mouse controlled. Moving the cursor over different objects, characters and so on, and clicking on the left mouse button will usually produce a response.

The mouse pointer itself will change depending on what it is on. Moving over a character for example the icon will change into a speech bubble, whereas moving over an exit, a doorway or

down a street it will change into an arrow to indicate which direction you can move.

Pressing the right mouse button displays the standard game menu. From here you can control the use of objects, money, health and also the ability to look and search. Pressing the left mouse button using the standard pointer gives you access to your personal computer.

Implanted in your left wrist this can be used to check on bodily functions, translate languages, speed up or slow down your pulse and be programmed! By programming the computer you can get early warnings of any nasty characters in the vicinity and also be informed that you're hungry or thirsty.

Interacting with characters is the major factor in the hunt for success. Clicking on characters reveals a menu from which you can greet them, ask them questions and find out the date

WHITEY

As far as RPG games are concerned this is certainly a breath of fresh air. A lot of thought has gone into the game design and the control method. The changing mouse pointer is an inspiration and allows the game's various objects and characters to be accessed very speedily. Although the storyline is very simple the game remains totally absorbing. In terms of ease of use this should appeal to most games. Highly recommended.

and time.

Getting from place to place is simple. You can either catch an auto-cab or take the drag: a space craft which is flown by

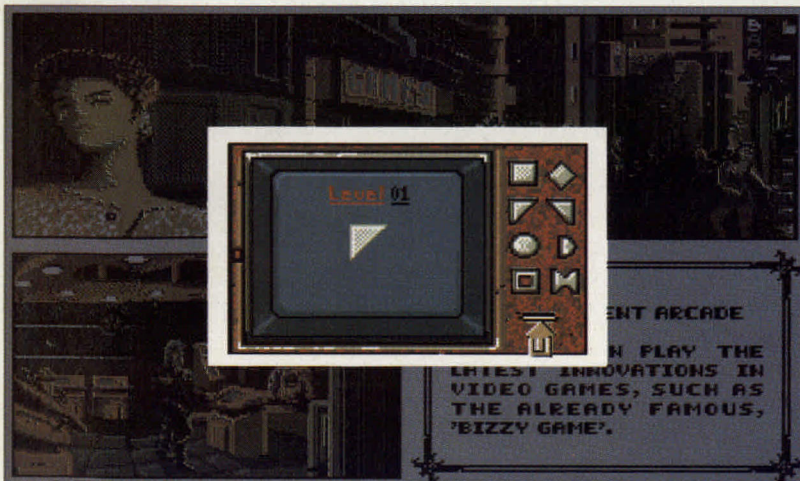
DOUG

As far as RPG games go, BAT is one of the best I have seen. The graphics are excellent and it is obvious that a great deal of time has been spent on the game. There is a high level of interaction and the cursor arrow, which changes in different modes, is a very attractive idea. Animation is fluid and realistic and the whole product wreaks of professionalism. I would definitely recommend BAT as one of Ubi Soft's best products and would suggest that fans of other genres give it a go.

yourself in true flight simulation style.



The sharp eyed among you may notice the speech bubble icon. This will change depending on what sort of object you move the cursor over.

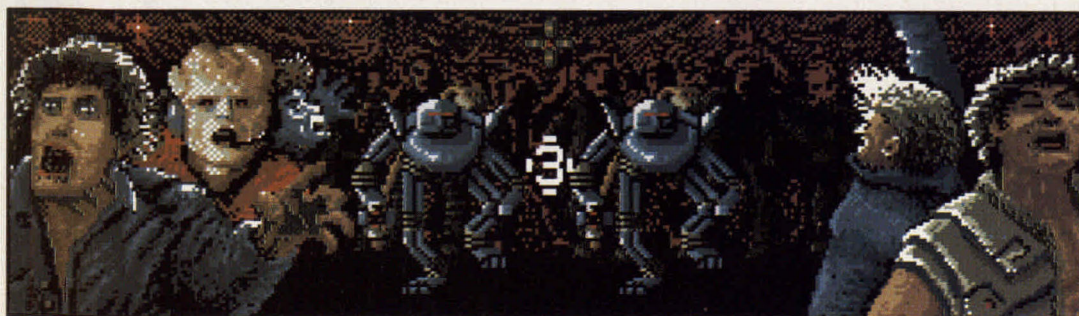


Visiting the local arcade can prove rewarding. Even playing a simple shape matching game can give you vital clues.



(Above) A unique feature of BAT is the intelligent mouse pointer. The icon will change its image depending on what you are pointing at. For instance, pointing at a character will change the icon into a speech bubble.

Attacking anybody can be dangerous although most people will flee in terror. Ensure you are well prepared for battle.

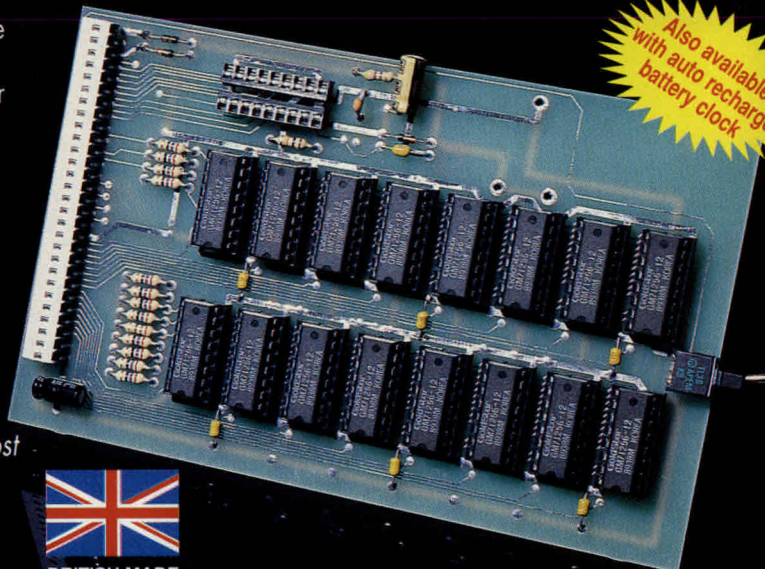


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DEMO

Morning... This is Dave's 'going away' pressy. Yer, he's leaving, didn't ya know! Anyway the tunes here are :-
It's a Mad Mad Mad Mad mix 5:11
Burning The Night (Split music)
This maybe my last demo as well, it depends how I feel later on but at the mo. I can't be bothered anymore with the demo scene. So... might see you soon.

First off the mark is Disk 740, or the Mad, Mad, Mad, Mad mix that includes some groovy tunes for you to listen to. On top of this rather strange piece are some blasts that are sure to wow you!

Don't yawn, I mean, it's only another Mega Demo that features some neat and fancy pieces of music. This demo comes courtesy of Intuition and comes on Disk 744.

For all you music buffs out there is the PSA music demo disk that has been compacted onto 742. If you manage to lay your hands on this you'll be able to mix, dub and scratch to your heart's content.



PSA OH

Professional Sound Artists.....

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[F8] INTRO-TUNE	[F9] UN-USED	[F10] THE PUNISHER	TITLE TUNE
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* SPECIAL NOTICE : COLIN LOOSEMORE IS NO LONGER PART OF THIS COMPANY. *

ALL MUSIC AND REPLAY ROUTINES (C) 1990 PSA

AND REMEMBER: PSA, Perfect Sounds Always!!!

Yes, it's here, the feature you've all been waiting for - well, most of you anyway! Demos had to be shortened to just a single page this month because we had oodles of other great stuff that took up all the room! Do not fret, though, because we've still managed to cram the best demos around at the moment for you to ogle at.

If you want to try them for yourselves, 17-bit Software should be able to help and you can contact them on: 0924 366982 or write to them at: PO Pox 97, Wakefield, WF1 1XX.



Be afraid, be very afraid, because guess who's waiting for you on Disk 745. It's Freddy (Oh no, we're doomed!). A rather tasty piccy of the man (or thing!) himself is accompanied by a decent piece of music and a lot of balls whizzing around the screen!

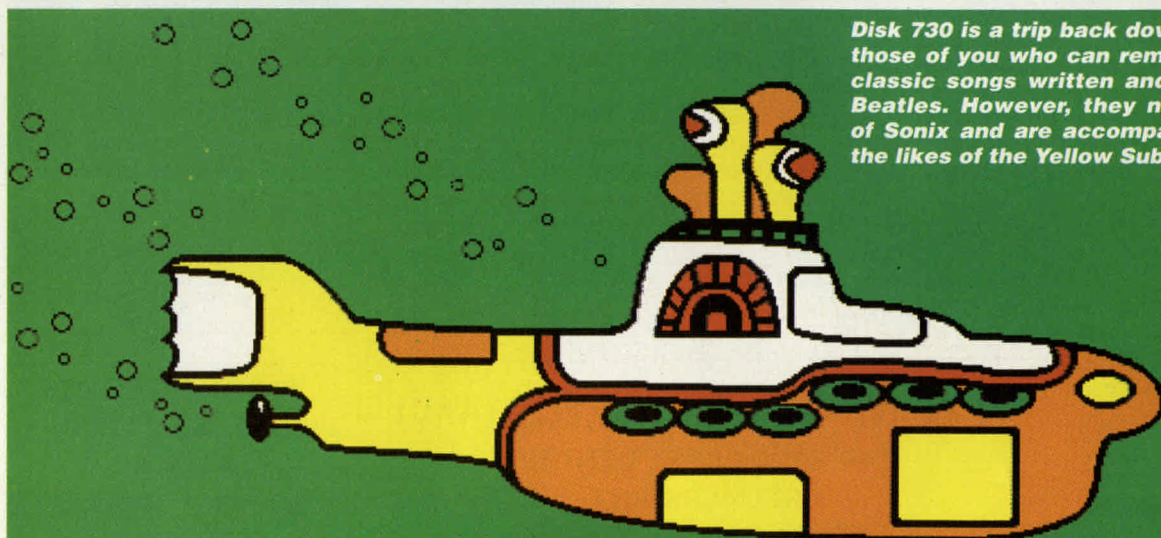
DEJA-VU



The disk you have all been waiting to get hold of for months is here! Yes, the Intro's 47 Super Dooper demo featuring Deja-vu Bob and other greats. On Disk 741!

THIS FIRST LITTLE

Disk 730 is a trip back down memory lane for those of you who can remember some of the classic songs written and performed by the Beatles. However, they now come courtesy of Sonix and are accompanied by piccies of the likes of the Yellow Submarine!



That's all for another issue. Thanks to 17-bit Software and hope to see you all next month!

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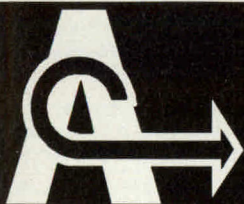
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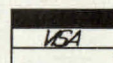
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DON'T GIVE THE GAME AWAY!

Why do you review games such as It Came From The Desert, North & South and Colorado, and then produce the solution in the following month? If someone buys the game then they have wasted their money and the game has been spoilt for them.

Please could you tell me when Golden Axe, Teenage Mutant Ninja Turtles and WWF Wrestle Mania will be appearing on the Amiga? Oh, yes! Which is the best Sierra game available at the moment?

Ben Stanhope, Eire.

I don't really think that your argument about GTGA solutions is a valid one. We don't always produce solutions, but hints and tips instead which are there to help people through the game and not to actually show them how to complete it.

Surely it is up to the reader to decide whether or not he or she wishes to consult the solution to a game. The answer is simple. If you wish to know the solution then read GTGA. If you don't, then avoid that particular section of the mag. Simple, isn't it?

As for Golden Axe on the Amiga, it is actually under production and should be finished early next year. As far as I know, there are no plans as yet to convert the arcade game of Teenage Turtles but I am sure it will soon be snapped up as will WWF Wrestle Mania. On questioning all the office staff, we agreed that all the Sierra games are brilliant.

PIRACY TEMPTATION

I have a friend who is offering me pirated software. I am tempted to accept as I can barely afford games at the moment. Should I accept his offer?

Anon.

Piracy is a very dangerous subject to get involved in. I'm pretty sure that you would get no comeback if your friend pirated games for you but it is the harm that you are doing to the industry that you must think about. To the companies, a game pirated is a game lost.

Another problem is when people start pirating games, although it is on a fairly small scale, it is a very hard habit to kick and there is a chance that they may eventually be found out, which may result in a fine or even imprisonment.

It is up to you to decide and I know it must be hard to resist when you can't afford many games. But you must remember that it is the games-buying public, as well as yourself that you will be cheating and that is healthy for anyone.

MEMORY TEST

Does Police Quest II require a Megabyte? If it does, why didn't you mention it in your review? From the dozens of companies that you advertise, only one said that the game needs 1Meg. In the review, Alex said that Police Quest II is a must for newcomers, but very few Amiga newcomers have a 1Meg machine. Apart from this, I think your mag is great.

Justin Zahra, Malta.

Police Quest II does require 1Meg and we try to inform the readers if games do require extra memory to play them. Unfortunately, it was neglected from the Police Quest II review but we will be making sure that this does not happen again.

Alex was justified in saying that Police Quest II is a must for newcomers as he actually meant newcomers to this type of game and not the Amiga in general.

BETTER LATE THAN NEVER

I have a few suggestions for your mag because I think it is lacking a few pieces of information such as release dates. In your August edition you said that Rick Dangerous 2 would come out within a couple months and there is still no sign of it. The same happened with Torvak and Monty Python. Also there were a few cock-ups on the letters page.

Perhaps you could do something on either budget games or coming attractions. I was very pleased to see a cover disk which was excellent in every way.

Matt, Kent.

I am very glad that you enjoyed the cover disk and plans are under way to make the cover disk a regular feature. As for release dates, there is no point telling the readers the exact date of a game release as this is up to the discretion of the producers. Anything could happen to a game before it is released.

We only review games when it is absolutely certain that they will be coming out and any problem with games being late is due to the software companies and is therefore out of our control.

We will be re-designing Amiga Action very shortly and we will be considering your ideas for improvements and features. Coming attractions are normally mentioned in the news although we may be trying something different. Keep sending in your ideas as this is the best time for improvements.

WHAT COLOUR ARE THE DISKS?

Do you review games in the same state as we, the buyers, would purchase them in the shops? If so, why don't you mention about the number of disks required, memory and loading time because I think you are giving us false reviews if you don't.

Stephen, Derbyshire.

I'm sorry but I totally disagree with your letter. No one is really interested in the loading time and any extra memory requirements are mentioned in the reviews.

How can we be giving you false reviews if we do not tell you how many disks the games take. This doesn't come into it at all. If we review a game and it achieves a good score then the readers will buy it as it is recommended, not because of how many disks it has.

If we were to mention all the information you have suggested there would be no room for text or pictures.

IGLOO ACTION

Greetings from the other side of the Ocean! Yes, I'll have you know that there are people way over here who have enough matter between their ears to enthusiastically devour your mag.

I wonder if you lads might be able to recommend some good two-player games for me - besides sports games.

I feel game playing should be a social occasion and what better way to spend an afternoon than blowing your friend to smithereens or bashing his or her brains out? Very pleasant and very therapeutic. Keep up the good work.

Lee Gilliss, Canada.

Sorry we had to cut your letter, Lee, but we'll concentrate on the most important questions. There are several very good two-player games out on the Amiga at the moment. Blood Money provides an excellent blast and Lotus Turbo Esprit Challenge from Gremlin will have you cursing your opponent. Badlands and Nitro will also provide hours of competitive fun.

If you have two Amigas handy then you can link them together and play Falcon, the best flight sim around. Stunt Car Racer can also be linked and is probably the best Amiga to Amiga game around at the moment. Many a day was wasted with Stunt Car Racer and knocking your friend off the track is very satisfying. I hope we've helped. Keep reading the mag.

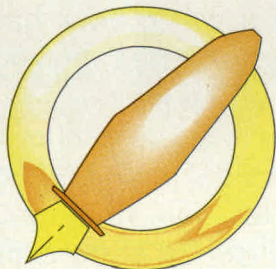
ART EDITOR BLUES

First of all, I would like to show you my appreciation for the excellent magazine that you are offering to numerous Amiga 'freaks'. I have brought your mag from the first issue and I am very pleased with the progress that you have made.

Congratulations for the excellent competitions that give us a chance to win wonderful prizes. Thank you.

M. Spilen, Malta.

Thanks very much for your kind words and I apologise if I have misspelt your name. I have to admit that it is not just the reviewers that put Amiga Action together. Our job is the most enjoyable of the whole process and it is the poor, old Art Editor who takes the stress. Jane Gollner has to lay out the whole magazine and it is this poor and deprived child that makes those lovely Amiga Action pages what they are. Let's have a big hand for Jane!



STAR LETTER

CRUTCHLESS PIRATES

When I was in my local town centre the other day, I saw a bloke with a wooden leg and a crutch. He had a hook for a hand and a patch on one eye and he was ranting on that he had just had his hair washed and conditioned and he now couldn't do anything with it. I didn't pay him much attention but later on it struck me that he might be one of those 'softhair' pirates I keep reading about. If I see him again I'll kick his crutch, okay?

Dick Slexick, Essex.

Actually Dick, I have already heard about this guy and understand that his crutch is, in fact, a complex copying device. The hook doubles as a disk drive and the eyepatch is a 'copiable disk' detector. Next time you see him, make sure you kick in all of his equipment, but make his crutch top priority.

OLDIES BUT GOODIES

With 1991 upon us, a new decade of computer technology has begun. However, we must not forget some of the timeless classics of yesteryear. I have compiled a list of the best games of the 80s which, in my opinion, exploited the Amiga and broke new ground in computer entertainment.

1. **Dungeon Master.** A unique approach to role-playing which has inspired many imitations.

2. **Populous.** The thought of playing God and leading a civilisation from desperate survival to world domination is irresistible.

3. **Waterloo.** Dr. Turcan's first Battlescape game which inspired 3D wargaming at its best.

4. **The Sentinel.** Totally original and very, very complex. Sentinel has not aged at all.

5. **Kick Off.** The best footie game around with, almost, everything included, except the half-time oranges.

6. **Robocop.** Shoot 'em-up mayhem at its best which took the micro world by storm.

7. **Elite.** An 8-bit bestseller which, once upgraded to the Amiga, continued to sell in its hundreds.

8. **Tetris.** A complex Russian puzzle that is now only available on the Triad compilations.

9. **Amos.** The best creator for the Amiga, which can be manipulated to create almost anything.

10. **Sim City.** A totally original concept in which you can design, create and manage your own city.

Stuart Hardy, Sheffield.

Thanks very much for your list of games of the 80s and, on the whole, we tended to agree with your choices. This month we have compiled a list of 10 games that should be a must for your Christmas stocking.

1. Stunt Car Racer.
2. Dungeon Master.
3. Falcon.
4. Rainbow Islands
5. Xenon 2
6. Silkworm.
7. Speedball.
8. Kick Off.
9. Battlehawks 1942
10. Populous.

MISSING: AMIGA ACTION BACK COPIES!

Oh please, please, please can you tell me where on Earth or Hell I can get back issues of Amiga Action? I recently phoned Database Direct and they informed me that they only keep back issues for 6 months. They told me that they 'threw 'em away'. What a terrible waste if you ask me. Does that mean that you use them for keeping the fire warm?

Is it possible to obtain Amiga Action back issues 1 to 11? I know Database doesn't hold the first three issues, but is there anywhere that does? Maybe you've got a few spare copies lying around. Please tell me where to phone to get my brill AA issues. I'll be waiting for a reply.

Mr. X, Bucks.

I am the doctor and I have just the medicine that you require! Back issues are extremely rare and should be prized before your mother and father. If you want back issues or want to set up a subscription, it is Database Direct that you should contact. I wasn't aware that they destroyed copies 6 months from release and therefore I cannot really help you with the older issues. You should have no problem getting issues 10 and onwards but I'm afraid issues 1 to 9 may be lost, forever!

For subscriptions and back issues, contact: Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. Provided they have the issues that you require, they will send them to you, in return of a little back-hander (money normally does the trick), of course!

Once again, another Letters section comes and goes. Next month will hopefully see the new revamped issue of Amiga Action which promises clearer screenshots, joined screenshots, new features and an improved Letters section. Hooray! Please send in your views of the new look AA as soon as you have seen it as it is important that we know exactly what it is you want.

Any new ideas are welcome and we will do our level best to try and sort something out. Keep your opinions coming in whether they be good or bad. Although we prefer the good we always try and deal with the bad in a fair way (we throw them in the bin).

Stephen White, Letters Desk, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr. Macclesfield, Cheshire. SK10 4NP

Don't drive yourself mad – Subscribe to Action now and you'll be quids in...



So let's get the story straight. Once a month you motor down to your local newsy to pick up a copy of the amazing Amiga Action, only to drive yourself mad when you find that it's sold out! Now where's the sense in that? For the very modest fee of 24 quid, John, we'll send a little red auto (not quite like this one!) down to your pad with a copy of that month's mag – hot off the press.

Okay, okay you're after a bargain, we can see that! No problem, tell you what we'll do, we'll throw in, at no extra charge, either one of these two tasty little runabouts from Gremlin – it's your choice mate, either Lotus Esprit Turbo Challenge or BSS Jane Seymour. Now there's an offer you can't refuse!

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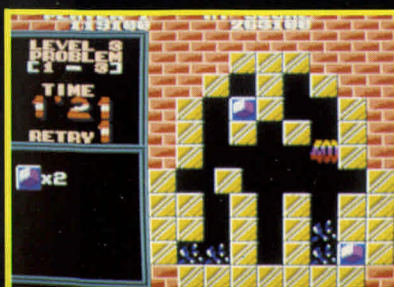
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THE ARCADE

BRAIN



"Puzznic has some very
addictive gameplay

Early levels provide a nicely graduated introduction to an
utterly compulsive game

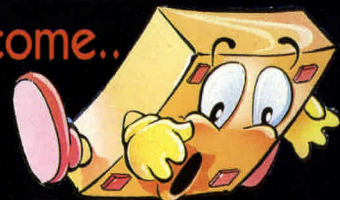
EASILY ONE OF 1990'S BEST PUZZLE GAMES' ZAPP SIZZLER

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